No.1 FOR PLAYSTATION 2®

PSM2

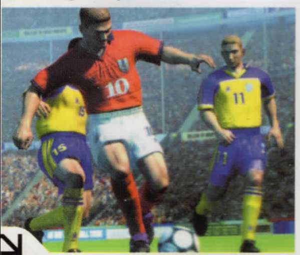
NEW GAMES!

WWF SMACKDOWN!

GWAAAR! Get our hands-on verdict of *Just Bring It*.

SILENT HILL 2

I FEEL DIRTY... The review that'll give you the fear.



PRO EVOLUTION

SHOOT-OUT: New *ISS* and *FIFA 2002* go head-to-head.

Lap: 2/3
Pos: 4/4
48
Timer: 3:56.499
81

BURNOUT

FIRST REVIEW! The PS2 joyride pushed to the limit.

TEKKEN 4

In 'bit crap' shock – see pg28

"DEMANDS A DRIVER WITH NUTS OF GRANITE"

World Rally Championship test-driven

HUGE 10 PAGE REVIEW

DEVIL MAY CRY

The game that killed MGS2? The electrifying truth you have to read!

ONLY IN

PSM2

129 PlayStation 2 games reviewed and rated!

493 Game-cracking tips, codes and cheats!

WIN!

A DATE WITH THIS PAGE 3 STUNNA!

Saucy Splashdown compo - pg33

Media with passion
NOV 2001 Issue # 15
£3.49

'MIRROR, SIGNAL, MANOEUVRE'
The Art Of Driving #1
(November 2001)

BURNOUT

CHECK IT OUT NOW AT WWW.BURNOUTGAME.COM

Acclaim

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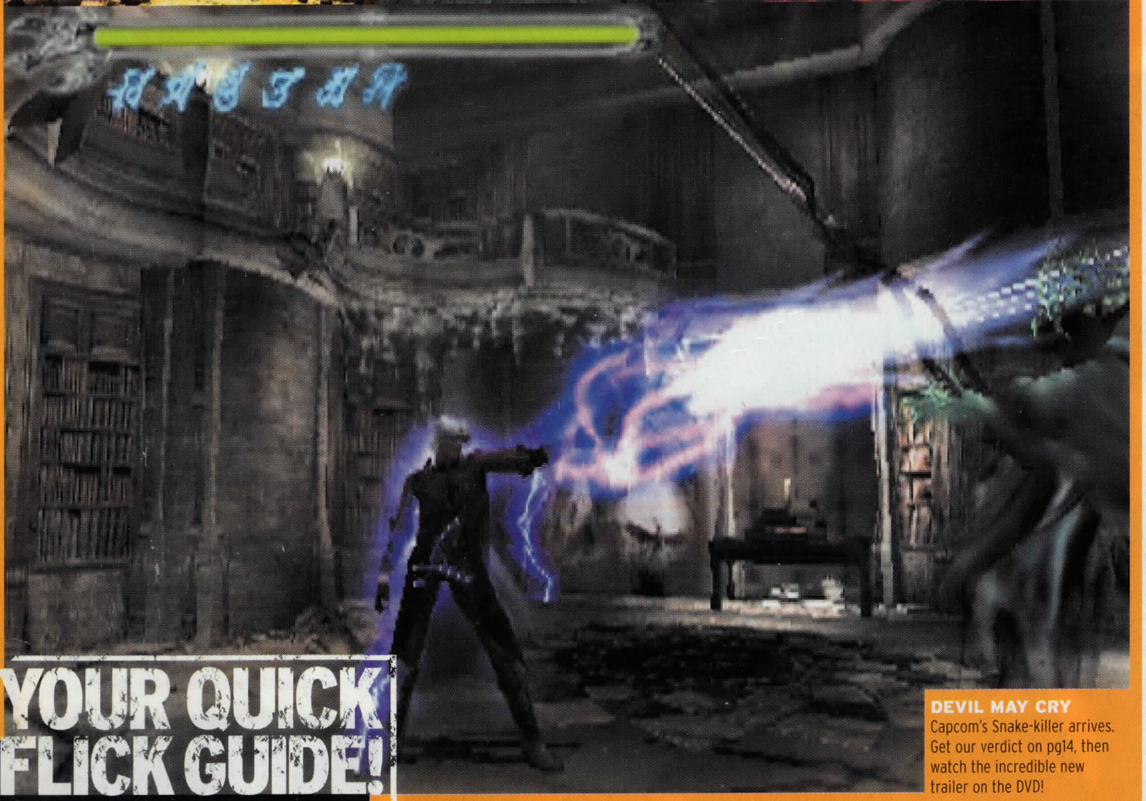
PlayStation®2

NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

PSM2
COVER GAME!
PG14



DEVIL MAY CRY
Capcom's Snake-killer arrives. Get our verdict on pg14, then watch the incredible new trailer on the DVD!

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
ATV Offroad Fury	99	Pro Tips
Age of Empires 2	77	Reviews
Alex Ferguson's Player Manager 2001	66	Reviews
Aliens Colonial Marines	124	Overload
Alone in the Dark	80	Reviews
Batman Vengeance	44	Coming Soon
Burnout	60	Reviews
Capcom vs SNK 2	46	Coming Soon
Colin McRae Rally 3	32	Accelerator
David Beckham's Soccer	32	Accelerator
Dave Mirra Freestyle BMX 2	99	Pro Tips
Devil May Cry	14	Reviews
ESPN X Games Skateboarding	84	Reviews
EXO	125	Overload
End Game	34	Accelerator
Escape from Monkey Island	101	Pro Tips
Extreme-G 3	98	Pro Tips
F1 2001	74	Reviews
FIFA 2002	52	Feature
4x4 Evolution	99	Pro Tips
Falcone: Into the Maelstrom	126	Overload
Final Fantasy 10	110	Pro Tips
GTC Africa	96	Feature
Gran Turismo 3	97	Feature
	106	Pro Tips
Madden NFL 2002	64	Reviews
Metal Gear Solid 2	26	Accelerator
Motor Mayhem	79	Reviews
	98	Pro Tips
MX Rider	78	Reviews
NHL 2002	82	Reviews
Paris-Dakar Rally	79	Reviews
Pro Evolution Soccer	52	Feature
Robot Wars	30	Accelerator
Rocky	32	Accelerator
SSX Tricky	40	Coming Soon
Sega Sports Tennis 2002	34	Accelerator
Silent Hill 2	68	Reviews
Simpsons Road Rage	127	Overload
Tekken 4	28	Accelerator
Top Gun	43	Coming Soon
The Thing	27	Accelerator
The Weakest Link	42	Coming Soon
Timesplitters 2	122	Overload
Twisted Metal: Black	112	Pro Tips
World Rally Championship	94	Feature
WWF Smackdown! JBI	36	Coming Soon
	30	Accelerator

What PSM2 stands for...
If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
TEKKEN 4
In 'bit crap' shock – see pg28
"DEMANDS A DRIVER WITH NUTS OF GRANITE"
World Rally Championship test driven
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WIN!
A DATE WITH THIS PAGE 3 STUNNA!
Saucy Splashdown compo - pg33

OFFICIAL: IT'S THE MOST EXCITING MONTH FOR PLAYSTATION 2 SINCE THE LAUNCH OF THE MACHINE.

It's a cliché, and, hell, it burns my mouth to say it, but... What A Month®. Since the release of *Gran Turismo 3* we've been looking for the next high. For the past couple of months we've been caked out of our brains on a goopy, sticky stream of inoffensive but pretty underwhelming titles. Where are the games that'll belt us sideways? Clearly, someone's been listening, as now, like Kings, Amigos and Blind Mice, three have turned up at once.

Devil May Cry, *Burnout* and *Silent Hill 2* have brought the office to a standstill, and choosing the right game to grace this month's cover has been a tough decision.

PSM2's the only magazine to bring you the *truly* independent verdict on all three gripping titles in one issue – we guarantee we've played them more than anyone else. We're also the only mag to compare *Pro Evolution Soccer* and *FIFA 2002* in such depth, bring you over 30 games in action on a free DVD *and* give you the chance to have a night out with a Page 3 model. Glad you could join us.

Marcus

PSM2
Oi, saucy!

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...
... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...
... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION® 2 MAGAZINE

PSM2

CONTENTS

コンテンツ

PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

COVER GAME

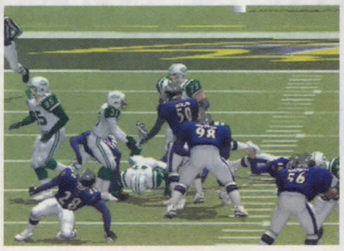
DEVIL MAY CRY

PAGE 14 DEVIL MAY CRY

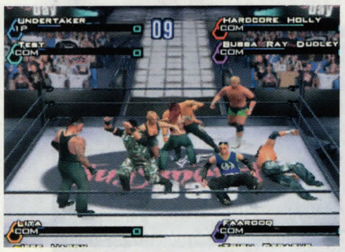
We've been fighting like men possessed ever since it arrived. Big swords, gleaming guns, stupid one-liners and *massive* monsters – forget *MGS2*, *this* is the first playable action movie.

TEKKEN 4 .... **PAGE 28**
Iron-fisted king, or ham-mitted disgrace? Find out now.

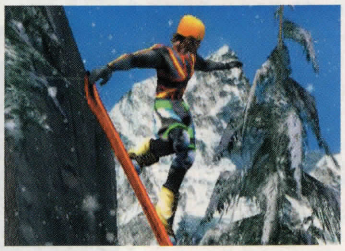
WRC VS GT3 .... **PAGE 94**
Who'll be leading the pack when the dust settles?



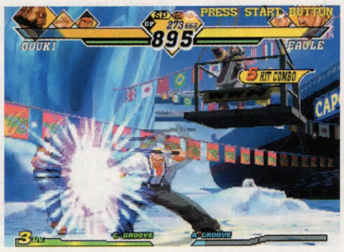
MADDEN 2002 .... **PAGE 64**
Those helmets just keep on getting shiner...



WWF SMACKDOWN! JBI .... **PAGE 36**
Crashing onto PS2 like a Swanton off a 20-foot ladder.



SSX TRICKY .... **PAGE 40**
Read about it, then watch *that* afro in action on the DVD.



CAPCOM VS SNK 2 .... **PAGE 46**
Any 2D game on PS2 needs to be *amazing*. And this is.

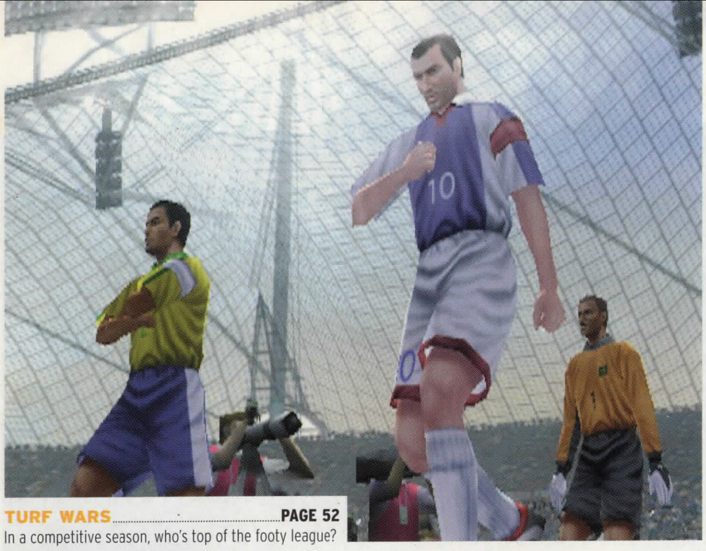
WIN!

A DATE WITH THIS PAGE 3 STUNNA!

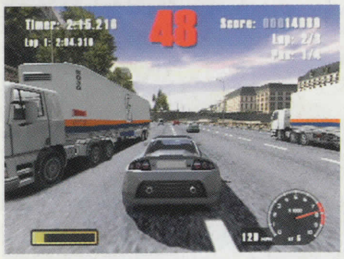
Saucy Splashdown compo - pg33

CONTENTS

"IT'S GOOD - BUT NOT THAT GOOD" TEKKEN 4 - PG28



TURF WARS .... **PAGE 52**
In a competitive season, who's top of the footy league?



BURNOUT .... **PAGE 60**
Faster... *faster*... krang! It's even more fun than it sounds.

F1 2001 .... **PAGE 74**
The best F1 experience yet? Here's where you find out...

12 ON YOUR DVD

There's a smart mix of top quality game demos, tips and more on this month's packed DVD – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2

For more info .... pg 12

HIGHLIGHTS INCLUDE:

SSX Tricky .... Preview
Devil May Cry .... Preview
WipEout Fusion .... Preview
Final Fantasy 10 .... Tips
Herdy Gerdy .... Preview
Splashdown .... Preview

›INDEX シワミカ/

THIS MONTH IN PSM2

26 ACCELERATOR

The place where the big stories going down in the videogame industry develop.

MGS2 delay in the US? 26
ECTS Roundup 27
Tekken 4 tested 28
Angry musos in WWF 30
Robot Wars 30
Rage's onslaught 32
Colin McCrae 32
Win a date 33
Sega storm PS2 34

36 COMING SOON

WWF SMACKDOWN!JBI **36**
This month's hands-on previews kick off with THQ's slappy spectacular.

SSX Tricky 40
The Weakest Link 42
Top Gun 43
Batman Vengeance 44
Capcom vs SNK 2 46

OVERLOAD **122**
Last minute updates to keep your games-brain nimble at the back of the mag...

TimeSplitters 2 122
Aliens Colonial Marines 124
Ally of Justice 124
ESPN X-Games Snowboarding 2002 125
EXO 125
Polaroid Pete 125
D.N.A. 126
Falcone 126
Eve of Extinction 126
Soul Calibur 2 126
Simpsons Road Rage 127

EVERY ISSUE

Defining Moment 6
Letters 8
Absolute PS2 90
Subscriptions 116
Bog Read 120
Next Issue 129
The Last Laugh 130

52 FEATURES

TURF WARS **52**
Pro Evolution, FIFA 2002, David Beckham – who'll be top scorer this season?

SWEET RALLY HIGH **94**
WRC's improved a *lot* since we first saw it – can it compete with the awesome *GT3*?

58 REVIEWS

DEVIL MAY CRY **14**
The PS2's coolest game yet - ten pages of wise-cracking, monster-smacking, twin hand gun-packing action starts here.

BURNOUT **60**
Weaving through oncoming traffic faster than a speeding Bullitt. Don't blink for a second.

Madden NFL 2002 64
Alex Ferguson's Player Manager 2001 66
Silent Hill 2 68
F1 2001 74
Age Of Empires 2 77
MX Rider 78
Motor Mayhem 79
Paris-Dakar Rally 79
Alone In The Dark 80
NHL 2002 82
ESPN X-Games Skateboarding 84

DVD
The pick of this month's DVD releases reviewed **86**

98 PRO TIPS

GRAN TURISMO 3 .... **106**
Essential advice designed to get you ahead of the pack.

TWISTED METAL: BLACK **112**
Give Sweet Tooth a cracked molar with the first part of our warped guide.

Extreme-G 3 96
Dave Mirra 97
Action Replay 2 Codes 97
Escape from Monkey Island 101

PAGE 68 SILENT HILL 2

The most disturbing experience on PS2 – but once you conquer your fear, can it offer anything new? Get our verdict.

ON THE COVER

14 DEVIL MAY CRY

Shinji Mikami's created one of the coolest characters we've ever had the good fortune to kill things with. Which is why no-one will've played *DMC* as much as us. "Flock you!"

28 TEKKEN 4

Stop the hype – we've been playing it all month, and it's good, but not that good. Find out why – and learn the truth about new bloke Violet – here.

52 PRO EVOLUTION

Winning Eleven 5's been in training for its UK debut.

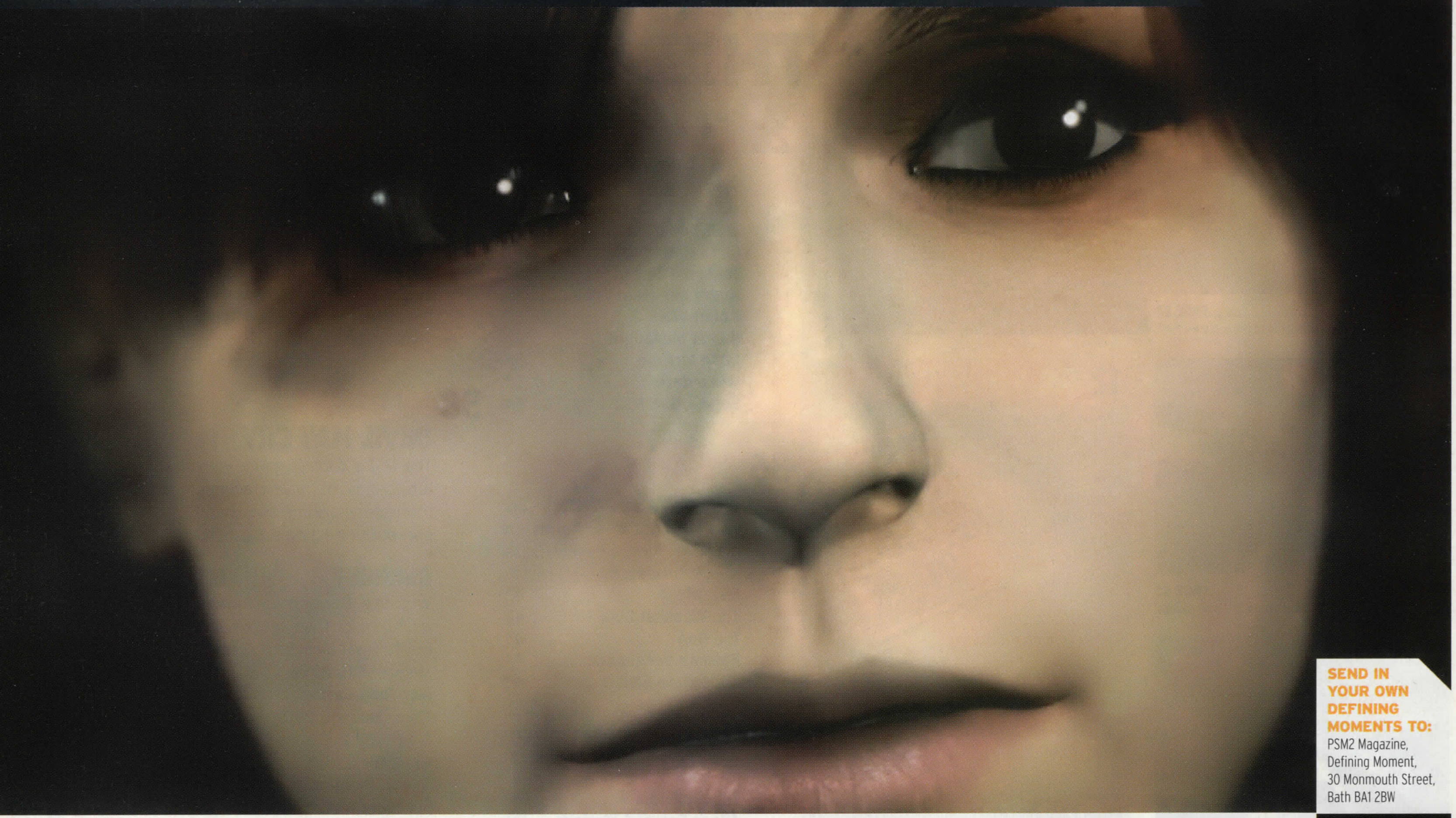
33 ...AND A PAGE 3 STUNNA

The lovely Jakki Degg's going to give one lucky reader the night of his (or her) life...

ISSUE #15
"UNLEASH HELL..."
Whether it's slashing at demonic puppets in *Devil May Cry*, recoiling from filthy bed-monsters in *Silent Hill 2* or flinching as the traffic flashes past in *Burnout*, our hearts haven't taken this month well.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...



SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#15 THE HAUNTING BEAUTY OF SILENT HILL 2

The most realistic effects on PS2 combined with PlayStation's most twisted franchise? That'll be the most disturbing interactive experience *ever*, then.

Name	Joel Snape
Age	22
Occupation	Staff Writer, PSM2 Magazine

Hang on a minute. Why isn't he moving? Has it crashed?
These are the questions we asked ourselves as James Sunderland stood stoic and motionless, staring at his own pasty visage in a mirror. Then the truth dawned – thanks to a seamless transition, we hadn't even noticed the break from cut-scene to gameplay.

When we eventually finished the game and checked our time, we reckoned we'd spent almost five minutes staring into a dirty mirror in a public convenience. It takes a game with graphical guts to get us to admit to something as seedy as that.

And why's that so important?
Ordinarily, it wouldn't be. But survival horror games live or die by their atmosphere, and it's a testament to *Silent Hill 2* that the only moments it *really* relaxes its grip on your psyche is the inventory screen. Every moment reels with sickening tension, largely thanks to the way the graphics complement the action. You'll recoil in disgust when James stamps a slithering abomination into the concrete, hold your breath as he tiptoes through the fog and flinch involuntarily when rapid-fire camera cuts hint at the horror to come. The more subtle effects are equally chilling – the shadow-mapping's the best we've ever seen, throwing grotesquely elongated silhouettes against the grimy walls in perfect relation to the jittery torchlight.

Not convinced? On our first run through, the normally unflappable PSM2 team huddled around our TV for safety, the nervous laughter stopping every time James turned a door handle or rounded a corner panting with fatigue. Make no mistake – playing this alone in a darkened room isn't going to be a pleasant experience. The soundtrack alone will have you disconnecting the surround-sound speakers and amplifier.

Silent Hill 2's a perfect example of next-generation effects genuinely enhancing a game's *feel*, rather than just making it look pretty. It really is like playing a film. An incredibly bleak, disturbing film. **PSM2**

"ON OUR FIRST RUN THROUGH, THE NORMALLY UNFLAPPABLE PSM2 TEAM HUDDLED AROUND OUR TV FOR SAFETY"

PREVIOUS DEFINING MOMENTS

- #01 TEKKEN TAG INTRO SEQUENCE
- #02 THE METAL GEAR SOLID 2 TRAILER
- #03 WHEN YOU WANDER OFF-PISTE IN SSX
- #04 SEEING THE DETAIL IN GRAN TURISMO 3
- #05 THE THIRD PLACE
- #06 PLAYING METAL GEAR SOLID 2
- #07 HANDS-ON WITH STAR WARS: STARFIGHTER
- #08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
- #09 GORILLAZ ON MTV MUSIC GENERATOR 2
- #10 GETTING TO GRIPS WITH THE NTSC GT3
- #11 NETSCAPE RUNNING ON PS2
- #12 FIRST LOOK AT TEKKEN 4
- #13 EXPERIENCING GT3 IN BROADCAST MODE
  Big bucks, but the rewards are out of this world.
- #14 TAKING IN THE BRILLIANCE OF THE CG CLIPS THAT PUNCTUATE FINAL FANTASY 10
  The astonishing cut-scenes that demonstrate PS2's ability to stun.

DON'T MISS

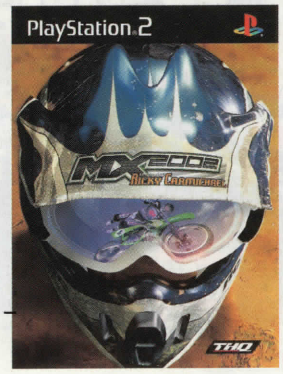
MORE GAMES THAT DEFINE PS2...

DEVIL MAY CRY pg14
SILENT HILL 2 pg68

BOARD STUPID?

GET A BIKE!

September 2001



Hit the dirt and express yourself as MX2002 featuring Ricky Camichael takes you beyond extreme. Whether racing against the world's best on 25 adrenaline fuelled courses or pulling freestyle moves that defy gravity, MX2002 featuring Ricky Camichael will make your jaw drop, fly you higher than a hawk and be the wildest ride of your life!

www.thq.com/mx2002 www.britmx.com

MX2002 FEATURING RICKY CARMICHAEL

THQ PACIFIC COAST POWER & LIGHT CO PlayStation 2

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
WWW.GAME.UK.COM

FREE PS2 GAME!

From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Game. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Game will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

"IT'S NOT LIKE GAMES ARE GOING TO LOSE THEIR SPLIT-SCREEN CAPABILITIES"

Dear PSM2

I'm wondering why so many readers of the mag are concerned with PS2 Internet connectivity. Surely it can only benefit the gaming community? It's not like games are going to lose their split-screen capabilities. As a PC gamer, I'm anticipating playing great titles like *Tribes 2* and *SOCOM* over the Net. The way I see it, people who didn't buy the console for multi-player games needn't worry; they don't have to upgrade, because single-player games will always be there. And they look set to get better than ever, too. Those of us who enjoy nothing more than four-player *TimeSplitters* can look forward to 16-player *TimeSplitters 3* over the Net... perhaps international *ISS* leagues, allowing us, the gaming public, to trounce the Germans 5-1. Imagine it – instead of Sunday league pub footy in the rain, it could be Saturday night Premier league as you and your mates go head-to-head with your favourite teams. The possibilities, with the right management, are endless. And we all know that Sony are the right management.

Nick Glover
Southport

Thank the Lord, someone who sees things our way. Sony aren't going to strip you of your PS2 if you don't let those nice cable men into your home. No-one's going to stop producing discs for you to play. The world is not going to arrive down a wire. There will not be tumbleweeds blowing through shopping centres across the land. Have *Project Eden* for your common sense, Nick.

This is your chance to air your views on the hot potato of the moment:
What's top of your wish list for Santa? What's on the bottom? Let us know.

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
EXTREME ACTION SPECIAL!
NOW ONLY £3.49
NEW DEMOS!
BURNOUT
The game that leaves GT3 standing. See it first!
WORLD EXCLUSIVE!
AIRBLADE
PLUS:

WE ARE LEADS

Dear PSM2

I've been buying PSM2 since issue #03 and have owned PS2 since it went on sale in Australia. I do have a question for you, though. I've a laptop (P3 800, 128MB RAM, 8MB Video Card, etc) and want to connect my PlayStation 2 to it for portability reasons. Can you suggest a way this can be done, because if I'm going to have a chance of beating your top scores this will need to work.

James Griffiths
Australia

Oooh, tough one. The only way you can get your PS2 to connect to any external PC monitor easily is to have the proper connections. Your laptop, or any PC monitor for that matter, will need separate RGB inputs as well as left and right audio inputs. Then you can get hold of a component video lead and, hopefully, you're in business.

BACK DOOR MAN

Dear PSM 2,

I think I may have found a quick way through *GT3*. Well, a quicker way anyway. First of all pass all your tests, buy the MX5, then race this while tuning it up until you have enough money to buy a Mitsubishi Lancer. Again, race this and follow the same process, until you've tuned the car to the hilt. Then plonk some sports tyres on it and take it to the 150 Speedway Endurance Race – the sports tyres will keep you on the track for the 50 laps before pitting, enabling you a guaranteed win. For this you'll receive the Polyphony 001 and 200,000cr. Repeat this again and sell the next P001 and you'll end up with 1,075,000 with 10,750 for a sub 30-second lap.

This is a real cash-cow, even if can be a bit tedious. Still, it's better than driving around in some old lemon for hours. I did it this way and broke *GT3* wide open. The F1 cars are fantastic!

Arty
Via e-mail

A subtle way through the back door, Arty. Starting on pg104, you'll find the third part of our essential guide to getting the most from the greatest racer... ever. Have *you* found a sneaky way to bust a game wide open? Let us know.

WRITE TO PSM2 WITH:
YOUR PS2 HOPES AND FEARS...
YOUR THOUGHTS ON THE ISSUE...
PROVOCATIVE QUESTIONS...

ERA WE GO

Dear PSM2

Many readers are complaining because producers (like Konami and Polyphony) are paying too much attention to detail and give greater importance to graphics than to gameplay.

If producers keep improving games only visually, they'll not be worth the money. What gaming fanatics really want is good gameplay.

At least *GT3* showed us that there can be a game with both perfect graphics and superb gameplay. Let's just hope that the future will give us more games like it.

Yoyo Vassallo
Via e-mail

Here at PSM2 we've stuck our necks out on more than one occasion to bring you that very point. A title's nothing without a satisfying gameplay core, but then we do have an incredible console that's capable of producing the kind of oh-dear-Lord-it's-*real* visuals that you'd expect in the 21st century. It's a balance thing and, at last, it looks like we're getting there.

PRO TIPS
GRAN TURISMO 3
PART 2 DRIVING SCHOOL
GRAN TURISMO 3

THE SOUNDTRACK OF OUR DRIVES

Dear PSM2,

Will Sony release a *GT3* music compilation? All the tracks are great and I think that it'll sell as well as any other. Please, make it happen.

Kazunori Goto
London

Hmmm... It's not unfeasible that the Sony marketing department could shamelessly cash in on the forward-thinking sales rep market and release a Top Gear-style 'The Best Doing 90 In A Built Area Album In The World... Ever'. But then again, it's not impossible to find Death In Vegas or Feeder singles, is it?

DOMESTIC BLISS?

Dear PSM2

Does *Winning Eleven 5* have any domestic league teams from the European countries?

Gabriel Gonzalez
Via e-mail

The PAL *Pro Evolution Soccer* version we've been playing still only has the generic teams in Master League – London, Midlands and, er... Leeds – that've featured in all of the *ISS* series. If it's teams you want, you'll have to check out *FIFA 2002*. But you'd be missing out on the greatest console football experience in history. latch onto the loose ball that is our footy feature on pg52.

TEKKEN FOR A RIDE

Dear PSM2,

In PSM2#12, the minute I saw the section about *Tekken 4* I flipped through it immediately. I was amazed by its looks, but what about the other ten characters? Could PSM2 reveal them?

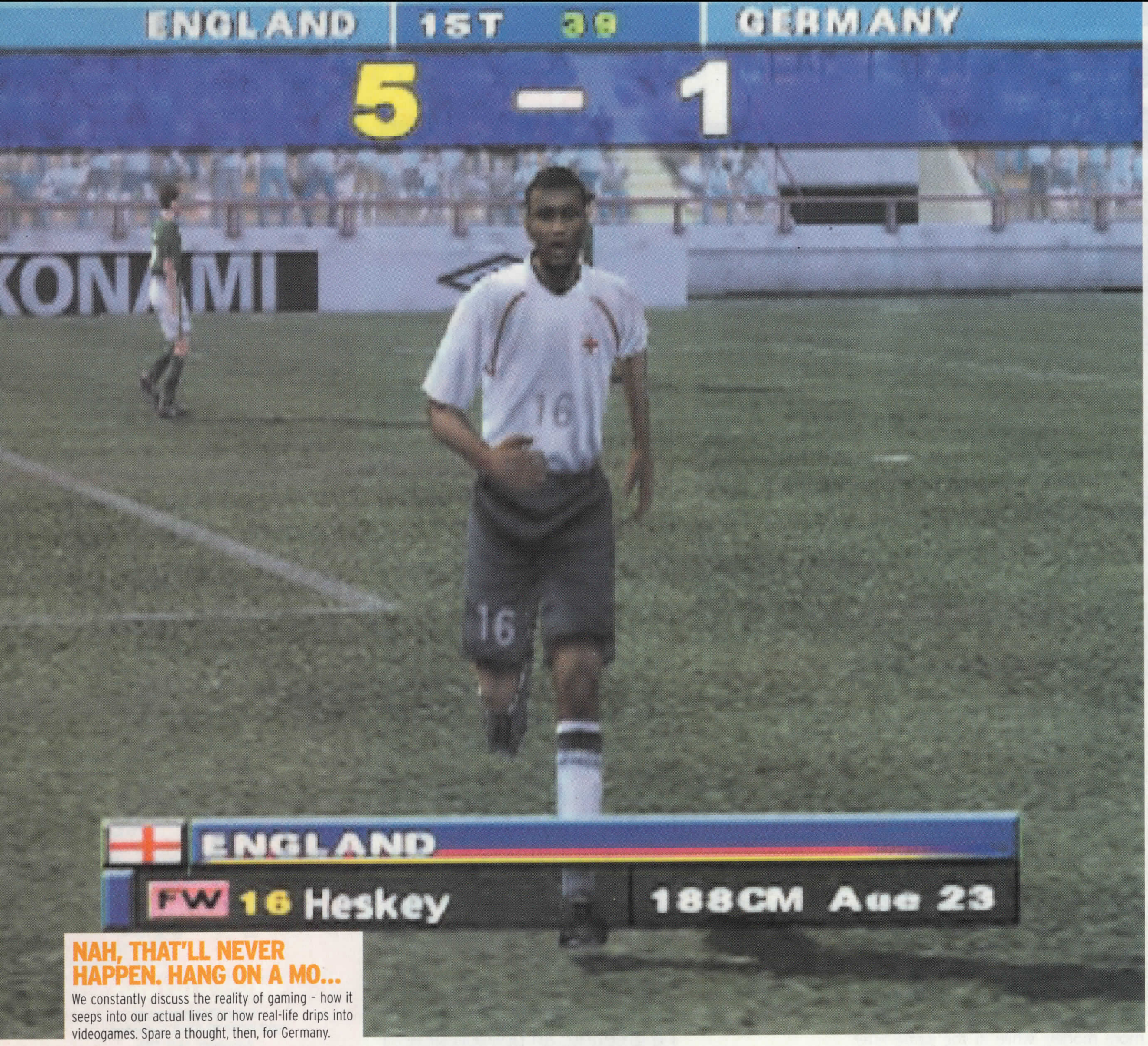
Raymond Cheung
Via e-mail

Namco are still insisting on time-releasing information on characters. When we know, you'll know. Until then have a squint at pg28.

SO SONY

Dear PSM2

When is the likely release date for the official Sony keyboard and mouse peripherals? Like many other people I only buy official hardware 'cos it looks good, and I believe that a mouse would make it easier to play games like *Unreal Tournament* and *Commandos 2* instead of struggling with a DualShock 2. Also, you said that when we get onto the Internet with our PS2s we'll need an XGA monitor to see text on web sites clearly. Could you not just



NAH, THAT'LL NEVER HAPPEN. HANG ON A MO...

We constantly discuss the reality of gaming - how it seeps into our actual lives or how real-life drips into videogames. Spare a thought, then, for Germany.

buy the lower class of monitor – an XDA or something – or use your current PC monitor with a bi-switch? And how much will these monitors cost? Or will Sony have an official PS2 version?

David Worthy
Southampton

No prices or details on any of these peripherals yet, David. We'll be running a feature on how to set up your PS2 for Broadband soon, mind.

FILTERED OUT

Dear PSM2

I love the *Syphon Filter* series, so can you please do one of your brilliant previews for *Syphon Filter 3*?

Leon McDonnell
Manchester

No can do, Leon. *Syphon Filter* won't be making it to PS2 in the foreseeable future. It's PSone only.

CREATE-A-STINKER

Dear PSM2

When a studio creates a game like *International League Soccer*, I sometimes wonder if they ever play it themselves. I mean, it's so bad I can't see why Eon would even think of releasing it. Another fine example is *Gradius 3 & 4* – what were Konami thinking? Don't the developers understand how bad the game is? So, when Eon had finished making *ILS* did they really think it would sell? I hope not, but since that's the way it is, I'm damn glad you write such good reviews, otherwise I would've cried every night for buying a game that looked cool but plays crap – I'm talking about games like *Gauntlet*, *Army Men: Green Rogue*, *Donald Duck: Quack Attack* (yeah, I'd buy it) and *WDL: War Jets*. C'mon, I make better games than that on YABASIC.

It seems game developers are in a terrible hurry. Almost every bad game that's released I've never heard about before. Everytime a good game comes out, we usually hear about it months, or even years, before it's finally released. My opinion is that the developers should take their time with each game instead of releasing a bunch of games that usually go from being average to unplayably bad.

Erlend Palm
Drammen, Norway

Half the time these are Japanese-only releases that are picked up by European distributors and repackaged. *International League Soccer*'s one of the more blatant examples of this. Otherwise they're supplying an established market: *Army Men* and *WDL* are proof that no matter how cack a game turns out to be there'll always be some poor schmo who's willing to pay for it. That's why we at PSM2 endure them – so you don't have to.

WHO'S FUELLING WHO?

Dear PSM2

I've been buying your mag since the beginning and I just though I'd like to wish you a happy first birthday – it looks as if Sony have finally started another gaming revolution with the release of *Gran Turismo 3* and *Onimusha Warlords*. But in Bog Read's 'Battle Ready?' feature (PSM2#13) Sandy Duncan, the European Head of Xbox, stated that if consoles were cars, the PS2 would be a flashy black stretch Limo with a lot of unrelated features, while Xbox would an F1 McLaren – the ultimate driving machine. So, what if the games for these consoles represent the fuel of these cars? I don't know much about fuels, but I do know that Sony's 'Limo' will have the best juice money can buy – it'll go the distance. Microsoft's 'F1 McLaren' will have some of it too, but will continue to use 'Brand X' which I can't see performing as well overall. I think history will be the judge.

BOG READ
BATTLE READY?
Sony think PS2 is the future of videogaming, but are they doing enough to prevent others crashing the party?
"XBOX MIGHT LOOK LIKE A BETAMAX VIDEO RECORDER, BUT IT'LL LAUNCH WITH A STAGGERING $500 MILLION MARKETING BUDGET"
"WELCOME BACK TO THE THIRD PLACE"
"BY CHRISTMAS, NEW GAMERS AND UNCONVINCED PSONE OWNERS WILL WANT A PS2. THE GAMES WILL BE TOO GOOD TO RESIST"
BOG MOUTH!
THE INDUSTRY SPEAKS TO PSM2
NEXT MONTH

Justin John
Pembrokeshire

Which is why we're crammed to the beaks with quality titles this issue. Reviews explode on pg58.

AIN'T TALKING 'BOUT DUB

Dear PSM2

One thing I loved about the *Final Fantasy* series was that you could always rename yourself, immersing yourself in the plot because other characters used your actual name. But now, with the introduction of speech, will we still be able to rename ourselves, or will we all have to get used to being called Tidus?

Ronny Southwood
Belfast

In the Japanese import version we've been drooling over, the central characters, for the first time, will have to stay as they are, Tidus... sorry, Ronny.

LIP UP FATTY

Dear PSM2

I've just read PSM2#13, and I think it's awful the way people act about Broadband. Yes, you praise the incoming of *MGS2*, the partnership of Sega and Sony, GT3 and even DVD, but the moment Sony even say 'Broadband' they get lip... even from the public who they're doing this for.

I appreciate the way Sony are going and I'll tell you why: *Ultima On-line*, *Legend of Mir*, *Counter-Strike* and all those great *Half-Life* mods. Superb on-line games that any good PC owner has, and now PS2 owners have the chance to enjoy them.

S Youcef
Via e-mail

Readers are starting to see the lines between console and PC gaming blur. No-one disputes the quality of the games you mention, but where does it end?

G-CON, BUT NOT FORGOTTEN

Dear PSM2

After reading your *Times Crisis 2* preview, I was really looking forward to purchasing the game and G-Con 2, but once I'd finished reading I had one question on my mind: can I use the original G-Con with *Time Crisis 2*? I have a friend with one – ideal for two-player battles. Can you shed any light?

Dazzy G
Via e-mail

It's G-Con 2 or a DualShock 2, unfortunately. Pricey this, isn't it?

TESTED DEVELOPMENT

Dear PSM2

Personally, I find the idea of developers who aren't afraid to experiment with ▶

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

SHADOW OF MEMORIES: Flawed, but a step in the right direction.

original ideas very refreshing. Games like *Freak Out*, *City Crisis*, and *Shadow of Memories* may be a slightly mediocre experience but they *are* heading in the right direction of refining console gaming for the better.

There's nothing clever about Capcom repeating the same sort of puzzles (finding keys and matching them to the corresponding doors on the other side of the level) throughout four instalments of *Resident Evil* on multiple platforms.

Graham Nicholl
Co. Down, Northern Ireland

Absolutely spot-on, Graham. But as you say yourself, neither *Freak Out*, *City Crises* or *Shadow…* come close in terms of *Resi*'s thrills. If they did we'd be looking forward to *Freak Out 2* in the coming year. That's the nature of the business.

CAPACITY CLOUD

Dear PSM2,

I recently bought the amazing *Gran Turismo 3* and the game is great in almost every way, except one – you can only save one Gran Turismo Mode game to one Memory Card.

This is a big disappointment for me as I can't save a Gran Turismo mode game without deleting my brother's.

For Sony to expect people to shell out another £30 on a second Memory Card on top of the £40 they already paid for the game is a disgrace. Games are expensive enough, especially when you're still in school.

I think Sony are just exploiting the popularity of *Gran Turismo 3* to make more money, while at the same time ripping of their customers.

Thomas Smith
Lancs

Check out Floyd and Bubba-Joe's Clinic in PSM2#14, for the lowdown on Memory Card options. Third party cards are always an option, as is the Joytech 16MB Memory Station.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH:
WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL… CONSOLE SLAGGING…

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

LOST IN SPACE

Dear PSM2

Could you stop giving valuable magazine space to *The Bouncer*. You'll only encourage it.

Mike Hardy
Via e-mail

Right, consider it done. Hang on… we've just… Oh, bugger.

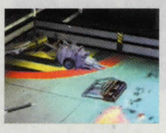
SOUND SCRAPE

Dear PSM2

Any chance of sending me some of those hard-to-find bemani instrument add-ons?

Lena Moore
Via e-mail

What! And break up the band? No way, man. No way.



STRAPPING LAD… AS IF

Dear PSM2

If you keep moaning about borders on PAL conversions long enough I can see the developers pulling out of Europe before they give in to your whinging.

Gruff Middles
Via e-mail

Yeah. Course they will. Like they'll bin zillions of quid because we have a pop at them. They're starting to come round to our way of thinking, anyway.

MECHING YOUR MIND UP

Dear PSM2

Any news on the *Robot Wars* game? I was really excited when I saw it in PSM2#08 but there's been no word since.

Sam D
Via e-mail

Luckily for us, it's out in December. Just in time for Christmas. Check the footage on the DVD.

TEXT US!

LOST YER VOWELS?

Picture it: you're on the bus with a mate after renting *Ear Doctor: Go! Monkey! Punch! 7* the night before for a laugh. *You* think it's the future of PS2 gaming, your mate tried to flush it down the toilet after kicking your widescreen in. You need to vent spleen and send the argument to the most informed, definitive and opinionated magazine going. That's us. Bit tricky on a bus, though. So, we've come up with a brilliant solution: text us. Use your mobile to send us a greeting, an opinion or a desperate plea to save you from that really irritating bit in *Monkey Island*.

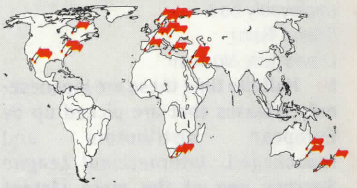
How simple? This simple:

07764 175887

Get to the heart of PlayStation 2 gaming on the move. *Now!*

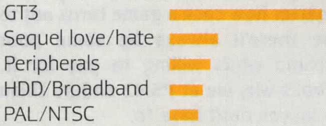
GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.



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PSM2

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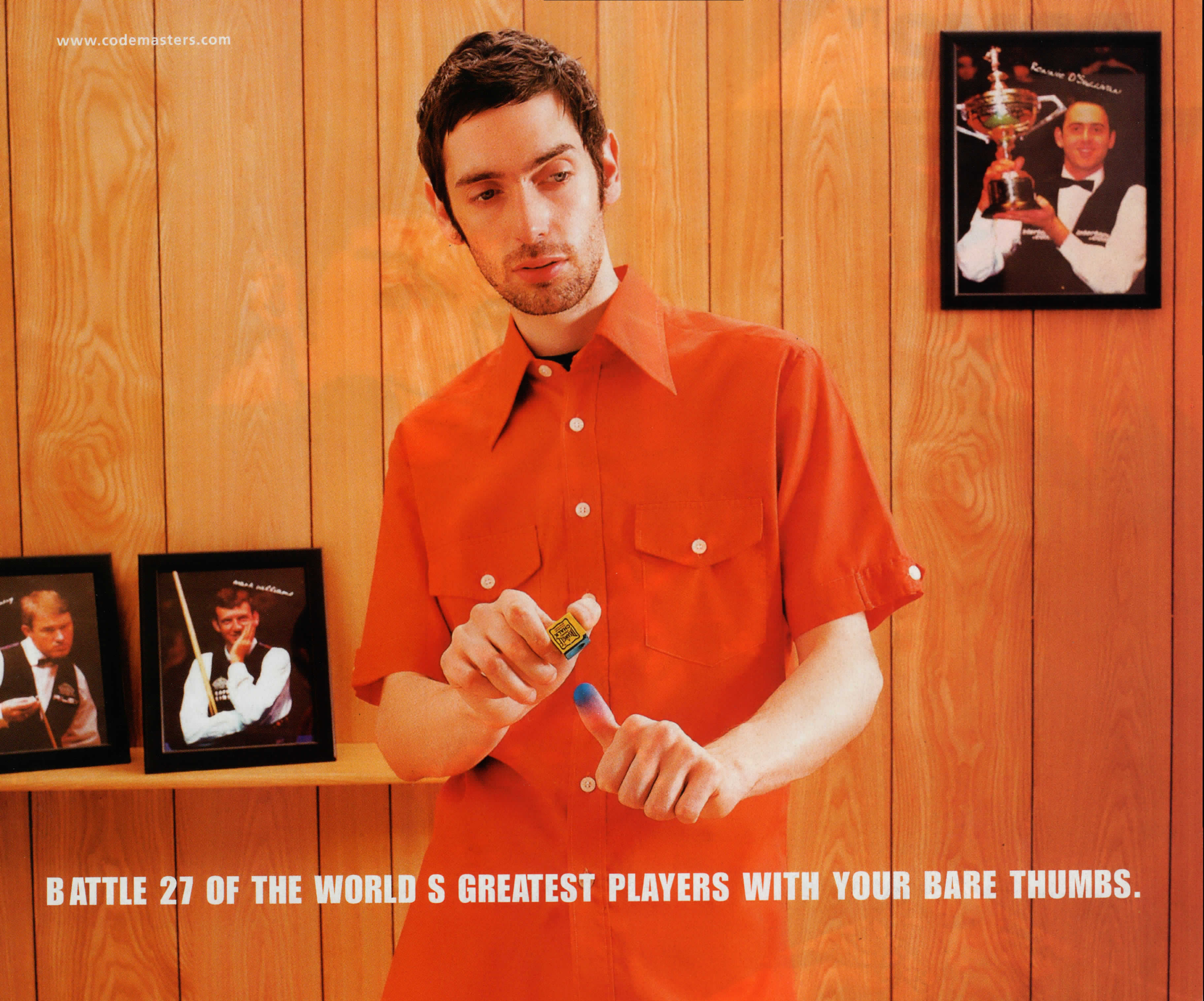
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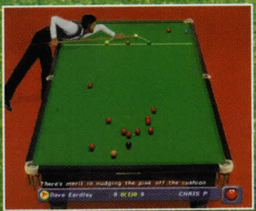
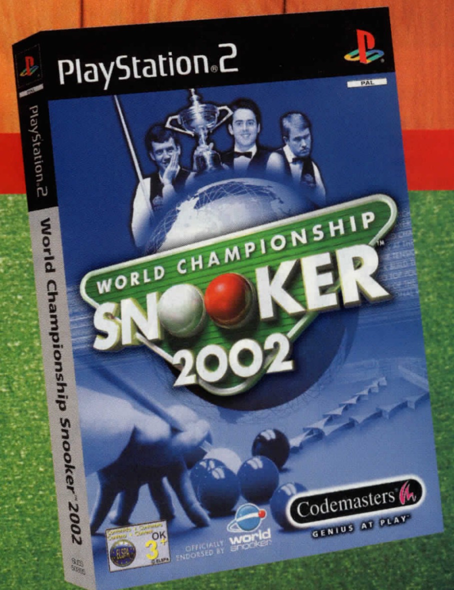
"A BRILLIANT RE-CREATION OF SNOOKER." OFFICIAL PLAYSTATION 2 MAGAZINE

WORLD CHAMPIONSHIP SNOOKER ON PLAYSTATION 2.

Got what it takes to take on the likes of O'Sullivan, Williams and Hendry? Now's your chance to go through all the highs (or maybe the lows) of a professional snooker career. With a stunning new 3D physics engine and unbeatable, near TV realism, you won't get closer to the real thing. Give yourself a break, get yourself World Championship Snooker 2002.

Create Character
Player 2
Head
Shirt Colour
Waistcoat Colour
Right Handed
England
Done




PlayStation 2
World Championship Snooker 2002
Codemasters
GENIUS AT PLAY

DEVELOPED BY
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world snooker

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THE DEMO DISC THAT SHOWS YOU MORE...

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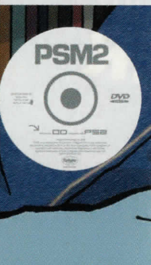
IT'S WHAT YOUR TV'S MADE FOR: For the next hour or so, let PSM2 take you on a journey deep into the dark heart of PlayStation 2...



ON YOUR FREE DVD

Brand new *SSX Tricky* and the most exhilarating, revealing, bloody demo of *Devil May Cry* are just a DualShock 2 button-click away...

Bit of a shock really. You get used to a level of quality and then along comes the likes of *Devil May Cry* and *SSX Tricky*, and suddenly nothing less will do. It's the next-generation of PS2 titles, and we bring you more of them than anyone else.

Before you look at anything else though, we urge you to read our huge *Devil May Cry* review, then slip this month's disc into your PS2 and head straight for the most hard-hitting official Capcom trailer you'll see.

You won't need any more convincing of the power of this game.

To compensate for the dark, rage-fuelled energy of Dante's debut, we bring you some gentle runs down the cool slopes of *SSX Tricky's* new courses. Who are we trying to kid? We show you a selection of the most full-on, thrilling tricks and combos in the game. Just you try and relax...

PSM2'S PROMISE

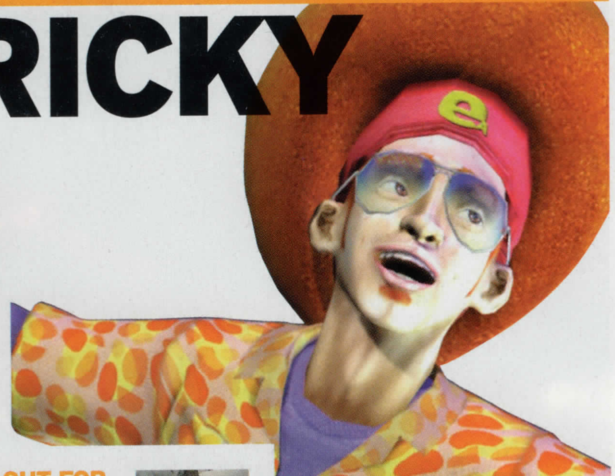
PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Exclude you from a piece of the action.

Sorry, but the PSM2 DVD is not available in the USA.

YOUR FEATURE PRESENTATION...

SSX TRICKY



The mag that brought you the first review of *SSX* – and went on to show you how to nail those records in Pipedream – brings you the first thrilling runs from its sequel. It's worth taking a sicky to see. A *Tricky* sicky. Sorry...

Effortless handling, an overhauled trick system and the most inventive course design of any PS2 snowboarding title means that *Tricky's* destined for the No.1 spot this winter. You know it's going to be huge, and this first run is just the start. Come back over the next few issues as we start to reveal the game's secrets...

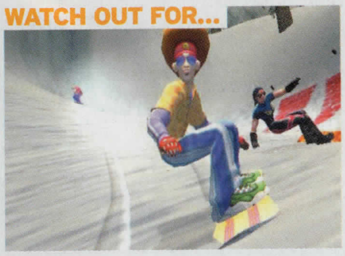
35 CLIPS OF CINEMATIC CLASS

WATCH OUT FOR...

23010
1/6
1480

TRICKY MARTIN: Watch Joel link together loads of awesome combos. Then turn to pg40...

WATCH OUT FOR...



KINKY AFRO: The fantastic new characters, graphics, sound... forget *ISS*, *this* is the beautiful game.

PLUS! DEVIL MAY CRY

The most violent demonstration of Dante's power you'll see. Quick compo: try counting the kills...

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

01 THE D-PAD
Allows you to scroll up and down through the on-screen menus.

02 THE ⊗ BUTTON
Selects the current option which you've highlighted on the menu.

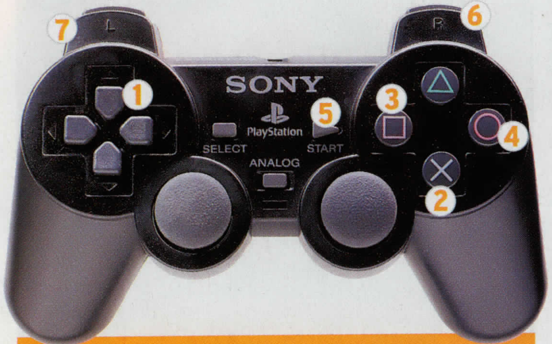
03 THE ⊡ BUTTON
Takes you straight back to the previous menu screen.

04 THE ◎ BUTTON
Stops the demo. Hit it again to access the options menu.

05 THE START BUTTON
Pauses the demo at any time.

06 THE R2 SHOULDER BUTTON
Fast forwards through the demo.

07 THE L2 SHOULDER BUTTON
Rewinds the demo.



YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips currently comes packed into four easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2. Getting around them all couldn't be simpler either...

PSM2
HARDERFASTER

- **OUT NOW** The movers and shakers currently taking up shelf space in the shops.
- **COMING SOON** The titles of tomorrow brought screaming to your door today.
- **PRO TIPS** Taking your games further as only PSM2 can.
- **DEVELOPER INSIGHT** We go behind the scenes and talk to the creators.

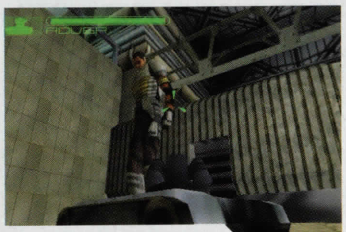
OUT NOW

Got some spare cash burning a disc sized hole in your pocket? Then check out our buyers' guide.

DAVE MIRRA BMX 2

©Acclaim

Huge environments, more tricks than you can share a knee-pad at, involving challenges... See 'em all.



PROJECT EDEN

©Eidos

Mutants, puzzles and RC 'bots as Core's latest proves there's more to life than guns and doors.

THUNDERHAWK: OPERATION PHOENIX

©Eidos

Added proof that Core have more to them than just Ms Croft.

PRO TIPS

For those of you running on fumes, here's another pint of crisp, dry tips. Watch out for your Pro-Dojo runs...

METAL GEAR SOLID 2

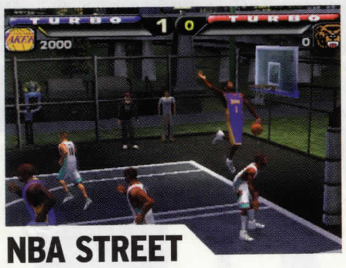
©Konami

Just when you though the *MGS2* demo couldn't cough up any more, here's a couple of extras for the fans.

FINAL FANTASY 10

©Square

Tried to play Blitzball and ended up looking a muffin? Then combine this footage with the tips on pg108.



NBA STREET

©EA

Burning rims, big heads and the opportunity to play as miniature versions of the sneakered giants.

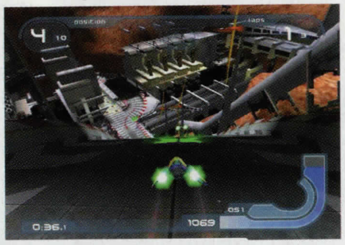
COMING SOON

PSM2 acts like a benevolent bouncer and rapidly escorts you to the front of the queue for all future attractions.

WORLD RALLY CHAMPIONSHIP

©Sony

Looking fresh after having the E3 jitters ironed out of it and rapidly becoming a real grower in the office.



WIPEOUT FUSION

©Sony

It's like a freshly buttered seal, sliding down a vertical flume. Elusive and *terrifyingly* fast.

MOTO GP 2

©Sony

Loved that tender tug of the throttle first time round? Well, Namco are on track to do it all again... only better.

BALDUR'S GATE: DARK ALLIANCE

©Interplay

Destined to join *Eden* in our small but beautiful collection of co-op treasures.

PLUS!

Alone in the Dark 4
© Infogrames

Ape Escape 2
© Sony

Capcom Vs SNK 2
© Capcom

DNA
© Virgin/Interplay

F1 2001
© EA

Gitaroo Man 2
© Konami

Global Touring Challenge
© Rage

Herdy Gerdy
© Eidos

Jetski Riders
© Eidos

Master Rallye
© Microids

Motor Mayhem
© Infogrames

MX Rider
© THQ

Robot Wars
© BBC

Test Drive 4x4
© Infogrames

Splashdown
© Infogrames

Super Streetcar Challenge
© Activision

Top Gun: Combat Zones
© Virgin/Interplay

The Weakest Link
© Activision

World Championship Snooker 2002
© Codemasters

PROBLEMS WITH YOUR DVD?

Please it into an envelope and send it to this address:

**PSM2 Disc Returns, TIB plc, Unit 5, Triangle Business
Park, Pentreback, Merthyr Tydfil, Mid Glamorgan**

THANKS TO
Eric Goldberg for the use of his track *Tone Matrix*. Any interested parties can receive further detail by e-mailing *jonathan.bryant@futurenet.co.uk*

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT JAPAN NOW UK DECEMBER

DEVIL MAY CRY

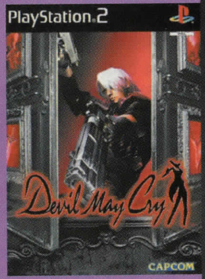
IF A MAN'S JUDGED BY HIS ENEMIES, DANTE'S THE HARDEST BLOKE IN EXISTENCE

Smack 'em into the air, then fill 'em full of lead. It's the coolest move on PS2, but can it carry Dante all the way?

IN LIKE FLYNN: Joel Snape

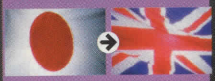
INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Action adventure
- **PRICE** ¥6,800
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2.



DETAILS

- Five guns, three swords and a pair of flaming, studded boxing gloves.
- 22 levels.
- Five difficulty levels – Easy, Normal, Hard, Legendary Dark Knight and Dante Must Die.
- 12 Secret Missions hidden throughout the game.
- Loads and loads of Red Orbs to collect.



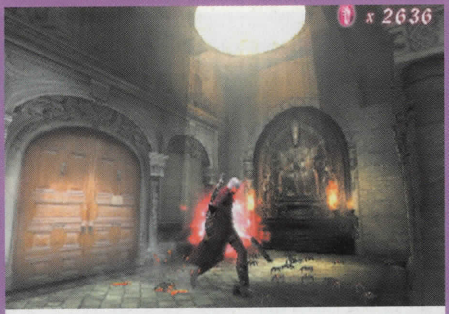
Only the mission descriptions spoil the fun – the speech is all in English, anyway.

At first, there's just the murmur of voices as a cut-scene rolls. Then, suddenly, it starts. "Do the sword uppercut thing, then." "You want to use the Devil Star there." "Look out for the lightning!" 'Hit him in the brain! The *brain*!" Normally, there's at least one person bellowing away in the recesses of the PSM2 office. During heated games of *'Splitters* or *ISS*, the count goes up to three or four. But during *Devil May Cry*'s boss battles, *everyone* becomes an expert.

It draws crowds of baying spectators, basically, because it's the videogame equivalent of the greatest action movie ever made. Get a widescreen TV and a bucket of salted popcorn to pelt it with now – you'll thank yourself later.

The plot? Don't worry too much about that. It's something to do with ancient prophecies and estranged parents, but you'll forget it the very *second* the shooting kicks off. Dante? Yes, he looks very cool with his Japanese villain-issue jacket and slicked hair (see also: Dauragon C Mikado, Sephiroth and, um, Xion from *Bloody Roar 3*) but the second he opens his mouth, it's pure Bill and Ted. No, *Devil May Cry*'s appeal is all down to its sense of style. It Sellotapes a pair of shades to your head, stuffs a toothpick into the corner of your mouth and whispers into your ear: "You are cool. You. Are. Cool." It's like playing an Anime film, or being Chow Yun Fat. We knew it from the first time we saw Shinji Mikami's leather jacket – this is a man who expects a certain finesse from his games.

Most importantly, the control system's a joy to use. *Resident Evil*'s rotate 'n' run controls have been ditched in favour of a more fluid system owing a lot to *MGS2*. L3 handles▶

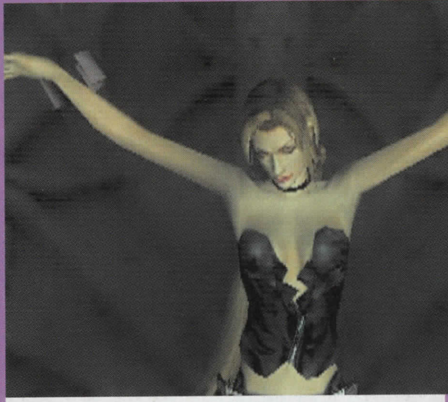


INSECT-SURRECTION: These little bleeders cause you no end of aggro, but they're nothing to what comes after.

SEE IT NOW

On this issue's DVD you'll be able to watch:

- The Black Knight – Nero Angelo
- **Dante's wicked wit... *duuuuude***
- The mysterious Trish
- **The classic sword/uppercut combo**
- Underwater FPS level
- **Morphing shadow creatures**
- One dangerous, giant sparrow

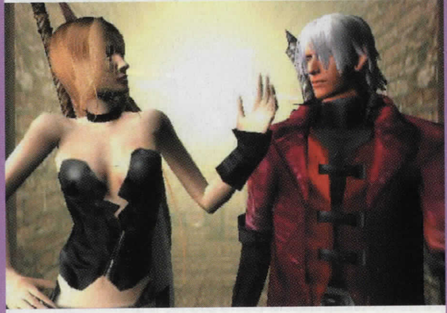


HANGING OUT: Trish finds herself in an unfavourable position in the latter stages of the game. But is she friend or foe?

DEVIL WOMEN

After her tantalising appearance on the box and in the trailers, Trish doesn't do very much in *DMC* – although she does get the best one-liner of the game. Until the very end, it's never quite clear where her allegiances lie – the only clue you get is that she looks a bit like Dante's mum. Hmm...

LIGHT FINGERED: You're not the only character in the game who can utilise the power of the underworld.

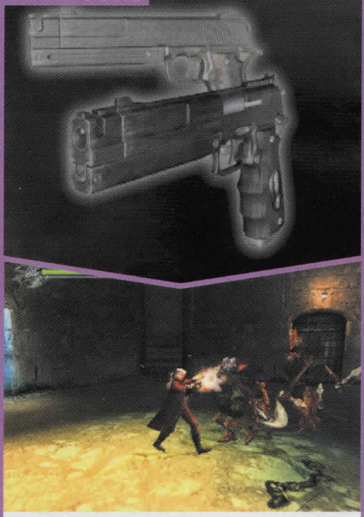


OUT OF CHARM'S WAY: Despite his best efforts, Dante doesn't appear to connect with Trish in a romantic way. Ahhh...

FIRE AND SLICE

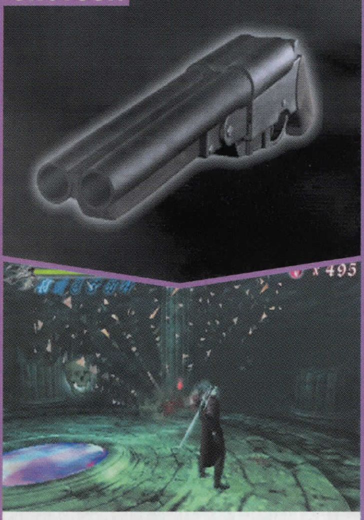
Demonic or ballistic? Semi-auto or razor-sharp? Dante always has one gun and one close-combat weapon selected. But what's best for, say, eviscerating a scythe-swinging banshee? Or taking out a huge, malevolent pigeon? Step this way, sir...

HANDGUNS



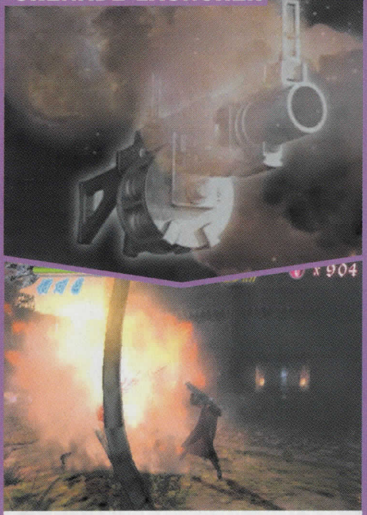
The purist's choice – cleverly, the twin pistols are always useful, since they're so fast and accurate.

SHOTGUN



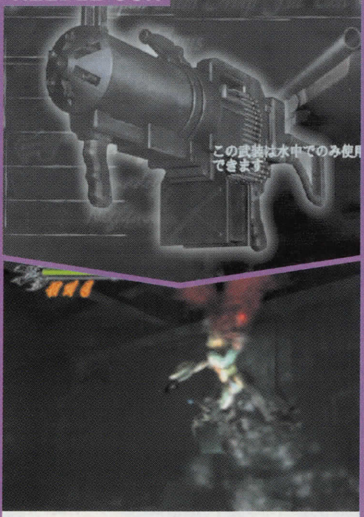
The classic breech-loading side-by-side, fired one-handed for maximum nonchalance. Good in devil mode.

GRENADE-LAUNCHER



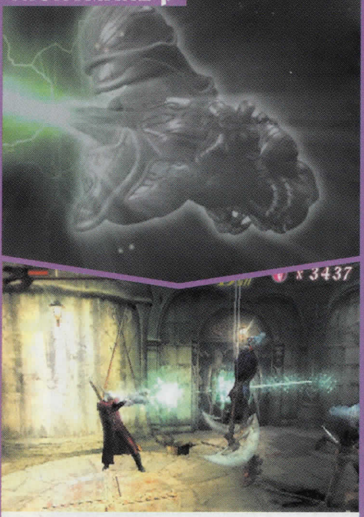
Handy for taking out groups – but you can't fire when you're in the air. Poor against fast-moving bad guys.

NEEDLE GUN



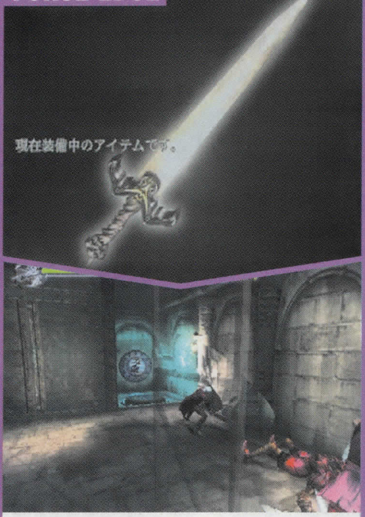
Only useful in the underwater FPS sections, and generally works like a rapid-fire harpoon gun.

NIGHTMARE β



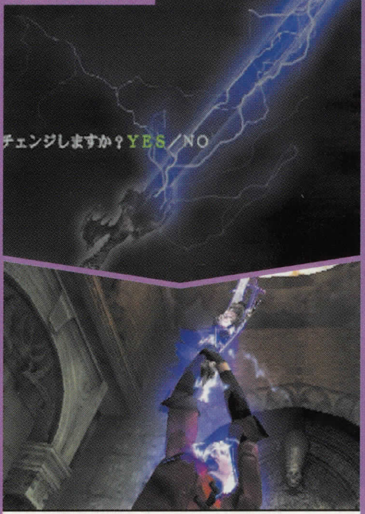
Ricocheting laser rifle. It uses up demon energy and takes ages to reload. Looks rubbish, too.

FORCE EDGE



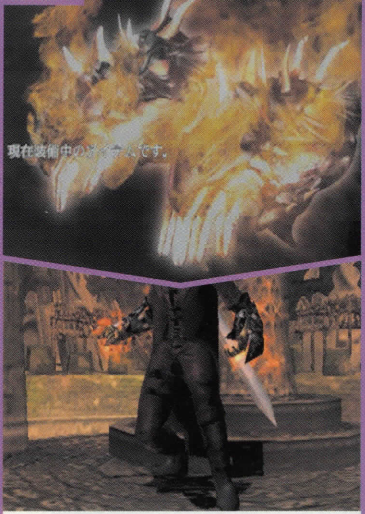
The bog-standard sword that Dante starts with. It doesn't have a demon power, so it's somewhat useless.

ALASTOR



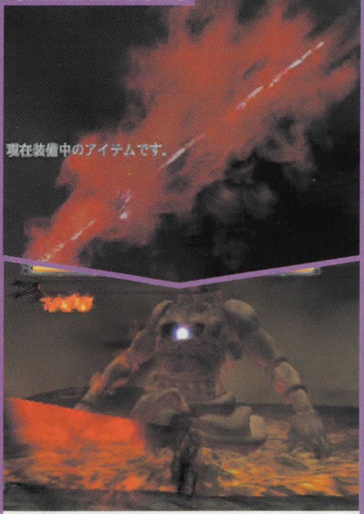
A lightning-enhanced version of the Force Edge. Has the added bonus of turning you into a devil.

IFRIT



A filthy great pair of studded gauntlets for hitting people. Chains into a satisfyingly meaty axe-kick combo.

SPARDADGUNS



The Legendary Sparda's family heirloom truly is the Swiss army knife of demon weapons.

ABBEY CRUMBLE: The set-pieces can take you by surprise – trust us, you won't be expecting this to happen when it does...

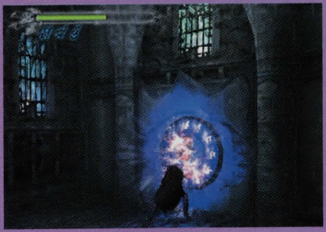
▶ walking and running, with combinations of R1 and the symbol buttons doing everything else. As in *The Bouncer* it's possible to buy new, weapon-specific attacks, but rather than being hopeless gimmicks, they flow together seamlessly. Although the uppercut/double gun combo's an early joy, you'll be experimenting with flashy combinations of the Rolling Flame and Meteor Strike until the final stages. Even when he's taking a battering, Dante backflips away from explosions and keeps punching out at the things slicing him up. Anyone with thumbs can look good playing *Devil May Cry*.

VIDEO NASTY

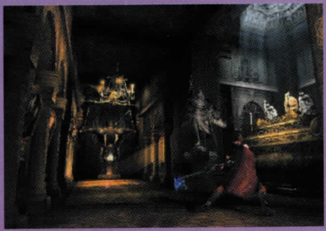
The only sticking point is the camera angles. Before you get used to them, a sudden shift in view can leave you running in completely the wrong direction. Even for an experienced player, it's infuriatingly difficult to judge jumps properly – although mercifully, it's impossible to simply *walk* off a ledge, and you're never harshly punished for taking a leap of faith. Getting obscured by one of the screen-swamping bosses is, of course, absolutely unforgivable – but it doesn't happen that often.

HOLD IT... NOW HIT IT

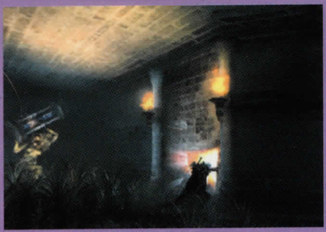
After *Onimusha*'s infuriating water-puzzle and *Code: Veronica*'s elaborate metal detector conundrum, we were expecting to find ourselves thoroughly stumped in *Devil May Cry*. Not so. In fact, there's a very simple method to solving most dilemmas – see if you can spot the pattern...



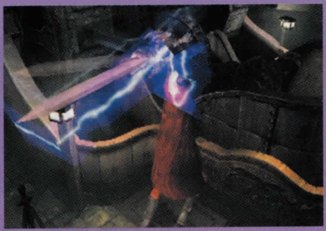
KANJI KICK IT: Activate this elaborate switch? Hmm... maybe hitting it might do the trick.



ALTAR EGO: A huge ornamental altar stands in the way. A job for your sword, perhaps.



ANOTHER NICK IN THE WALL: A wall? With a crack in it? Ooo, time for a swift punching.



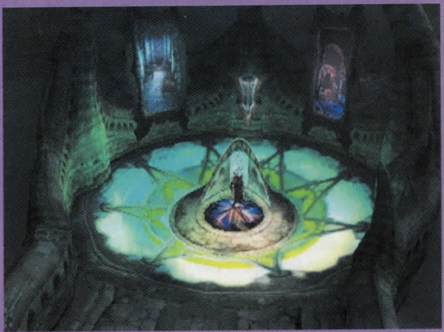
RAGE AGAINST THE MACHINE: Tricky one. This one stumped us for a moment...

"EACH MONSTER LURCHES AND SPITS WITH ITS OWN DISTINCTIVE STYLE"

Whether it's the creepy marionettes or the difficult shadow beasts, *DMC* boasts some truly imaginative targets for your blades and shooters. Variety – it's the spice, y'know.

Visually, *DMC*'s phenomenal. Those irritating, yet carefully chosen, camera angles come into their own as a gigantic castle looms into view over the brow of a hill, or Dante takes a seemingly suicidal leap off a cliff. Each monster lurches and spits with its own distinctive style – marionettes send scythes thwunking into the walls, wolverines burrow and spring out of the ground, and witches float eerily through the walls. Early on, you'll encounter a shadow-beast that effortlessly shifts form as you somersault around trying to find its weak spot. If a man's judged by his enemies, then Dante's quite simply the hardest bloke in existence. Even the underwater sections – irritating as they are to play – are brilliantly realised. Claret blossoms out of punctured sea-monsters, and rotting corpses lurch out of the murk – you won't find this sense of suffocating breathlessness in *Tomb Raider* and *Duke Nukem*.

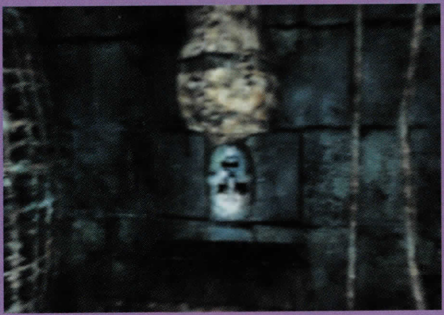
Then – of course – the Devil has all the best tunes. Music rarely gets more than a cursory mention in game reviews, but *Devil May Cry*'s is so integral to the atmosphere that it deserves credit. The eerie tone's maintained via haunting chamber music and Gregorian chanting, seguing effortlessly into a banging techno mix whenever a ruck starts. Occasionally, an opera-warbling lady or some crying babies creep into the mix, effortlessly heightening the tension without laying it on with a trowel. Towards the climax, ▶



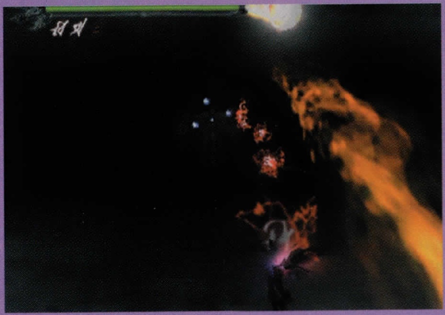
CENTRE STAGE: All the major events take place in some truly impressive settings. There's kind of an organic-gothic thing going on.

BETTER THE DEVIL YOU KNOW

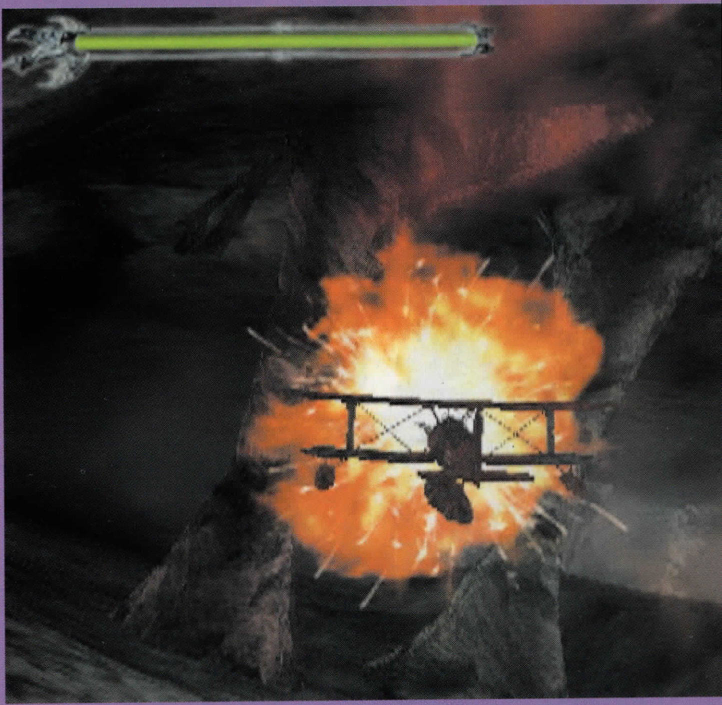
As if you need a respite from mercilessly cleaving denizens of the underworld in two, *Devil May Cry* includes some sections that almost feel like sub-games – and control completely differently. It's also worth bearing in mind that, to stand a chance on Hard mode, you'll need to complete most of the 12 secret missions – the blue orbs they reward you with are invaluable.



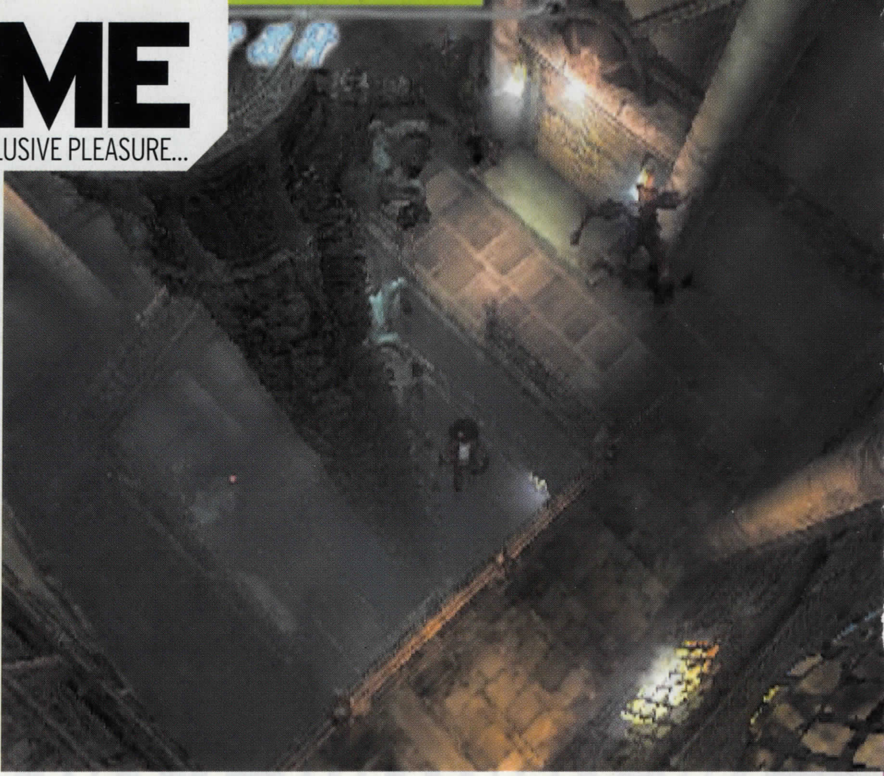
WATER THE CHANCES? The underwater sections *look* phenomenal - especially the blood-spurting.



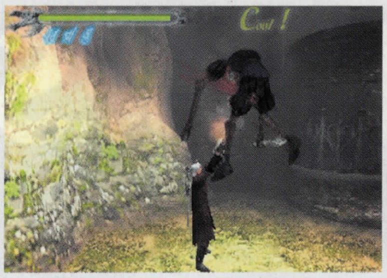
DEVIL IN DE SKIES: The *Space Harrier* section feels out of place in relation to the style of the rest of the game. More of it throughout the game would've helped.



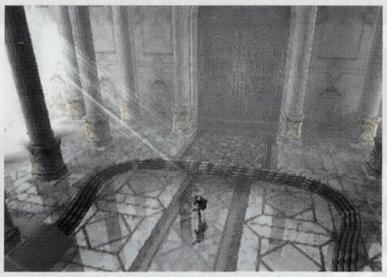
DEVIL MAY FLY: That rickety old biplane from the demo comes in useful eventually. We won't tell you where, mind. Let's just say you'll need to be a bit sharp on the yoke for this one.



THE 10 COOLEST BITS IN DEVIL MAY CRY

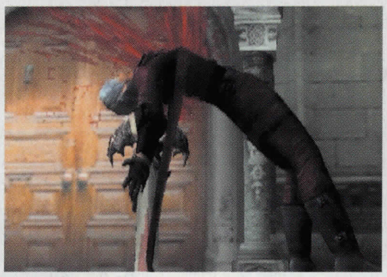


1 *That* sword-uppercut-shooty-shoot combo. We never, *ever* tire of dispatching stringed-muppets with it.

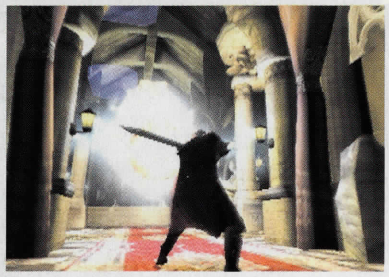


2 Expecting a fetid hell-hole for the finale and finding yourself in a spirit-lifting, marble-covered palace.

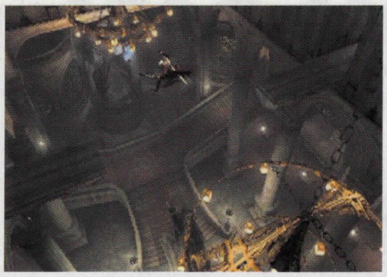
3 Jumping 200-feet straight down without losing a millimetre of health. See that, *Tomb Raider*?



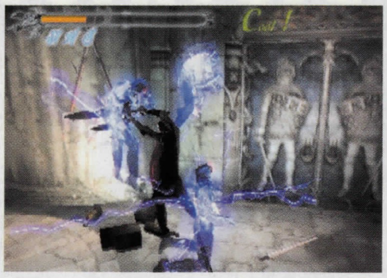
4 Dante's reaction to being impaled through the chest. Twice. No, we're not going to spoil it for you...



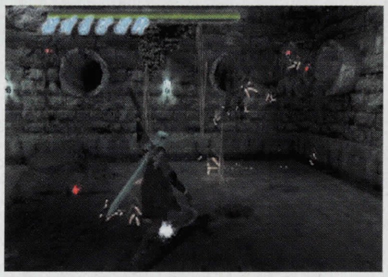
5 Playing baseball with a skeletal, fire-spitting t-rex. Strike three, ugly - pick that one out of the bleachers.



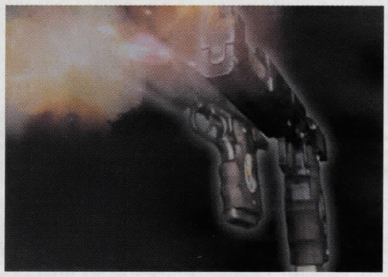
6 The thing his coat does when you leap over a big gap. It just *is*, alright? We don't have to explain *everything*.



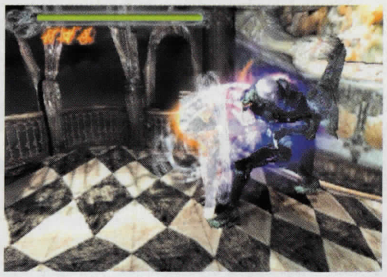
7 Fighting three electric versions of yourself. And managing to beat all of them senseless.



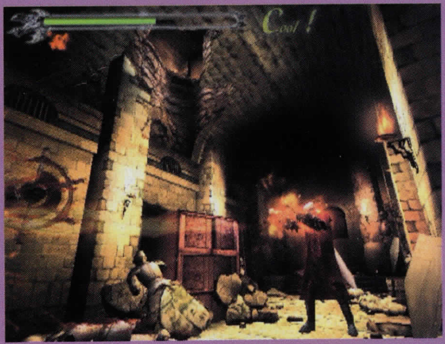
8 Taking out a sewer full of bugs without getting a *scratch*. Who's the man? Sorry?



9 The gun selection screen. No, honestly. It really is one of the coolest things we've seen on PS2.



10 Causing 30 seconds of unstoppable, fist-swinging havoc with the Untouchable power-up.



BULLET TIME: The auto-aim allows you to lock on and empty both barrels without fear of hitting everything but your intended target.

▸ you're expecting a grim, goth-metal slaughter-fest, only to be greeted by a cavernous white church and a lilting melody sounding suspiciously like the wedding march. Perfect.

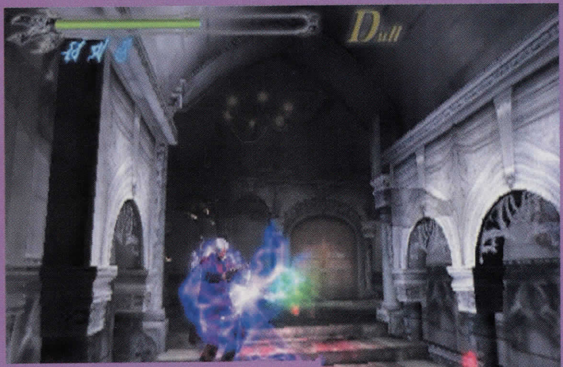
So, yes, every bit of *Devil May Cry*'s been carefully orchestrated, and the effort pays off – there's rarely a dull moment. Unfortunately, there's a price to pay for this.

The thing is, we started playing *Devil May Cry* the second it turned up. By the time we were forced to stop by our raging coffee addiction, we were up to mission seven. After about eight hours, we were up to the intensely annoying blob boss, so we went for a pint, came back and handed him his own gelatinous arse.

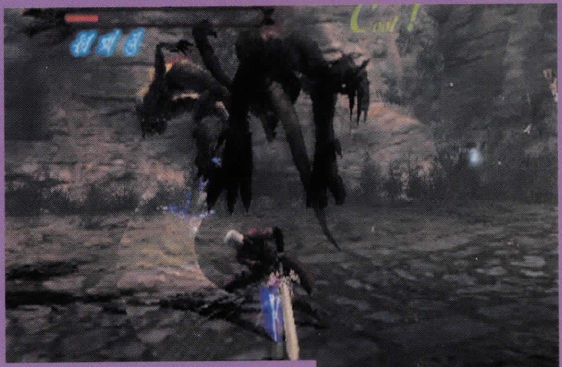
Another hour, some intense swearing and a spectacular, nerve-destroying battle with the final boss later, and we'd completed the game. That's nine hours. Gah.

DEFINITIONS OF STYLE

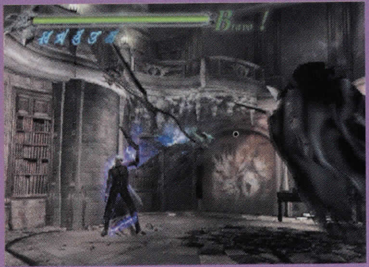
The beauty of *DMC* is that you can pick your way through the game in any style you want. Fancy utilising the cool combos and brazen hand-to-hand confrontation? You'll be rewarded for it. Or you can simply shoot your way out of trouble. So, how does Shinji Mikami's 'Cool-ranking' system work? We explain…



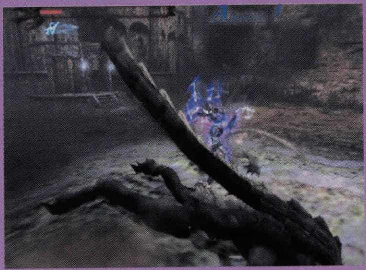
D IS FOR DULL: Or just shooting everything in sight. You sad, desperate person.



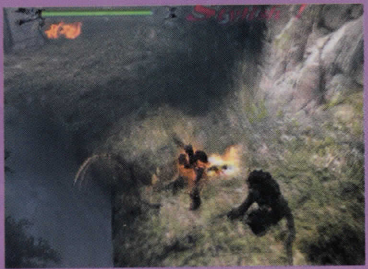
C IS FOR COOL: Perhaps a quick sword-swipe – still not that impressive, mind.



B IS FOR BRAVO: Sadly, this is all that The Best Move In Devil May Cry™ gets you.



A IS FOR ABSOLUTE: No, it doesn't make an awful lot of sense to us either.



S IS FOR STYLISH: For the experienced demon-slayer – Mikami-san salutes you.

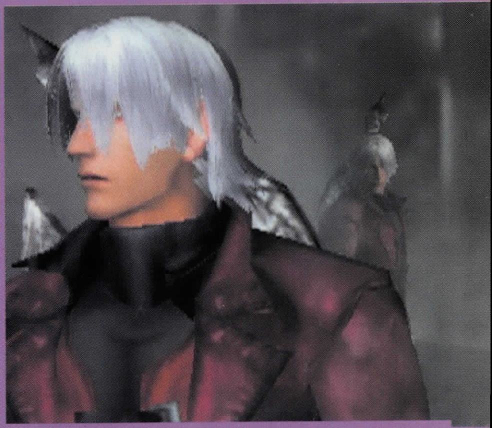
> **"SOME TRULY INTENSE SWEARING AND A SPECTACULAR NERVE-DESTROYING BATTLE WITH THE FINAL BOSS LATER, AND WE'D COMPLETED THE GAME. THAT'S NINE HOURS."**

You see, even with indecipherable Japanese mission descriptions reducing your objectives to guesswork, they all boil down to the same thing – slot Enchanted Amulet A into Statue B, decapitate Slavering Abomination C… and repeat. At first, there's a sense of trepidation to picking up items, but this is effectively destroyed when you realise that a monster appears *every time you do it*.

In fact, at times it feels uncannily similar to Treasure's quirky scarf-em-up *Freak Out* – a series of well-implemented boss battles that are over all far too quickly.

It's difficult to shake the feeling that Capcom noticed this, too. Most bosses appear three times, and a few missions have conditions attached – time limits, a slowly decreasing health bar – that seem designed solely to make the game harder. The mission divisions aren't much more than glorified save points, and even then they seem arbitrary – sometimes you'll be forced to fight three bosses without a sniff of health, while other stages are over almost before they start.

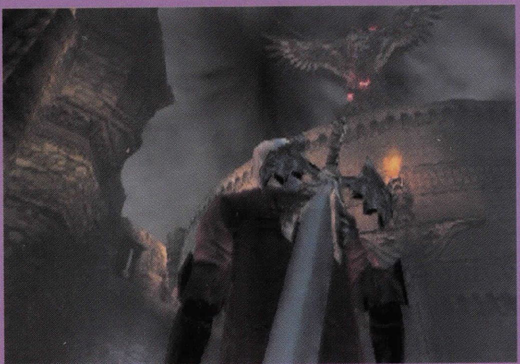
There's also a clutch of sections that could almost be sub-games, including an underwater ▸



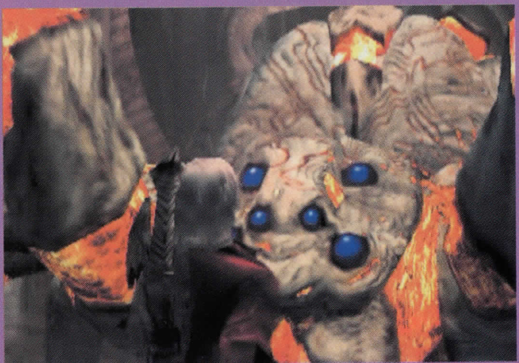
HERE COMES THE MIRROR MAN: It comes to something when you can't even turn your back on your own reflection. Tch.

SPEAK OF THE DEVIL

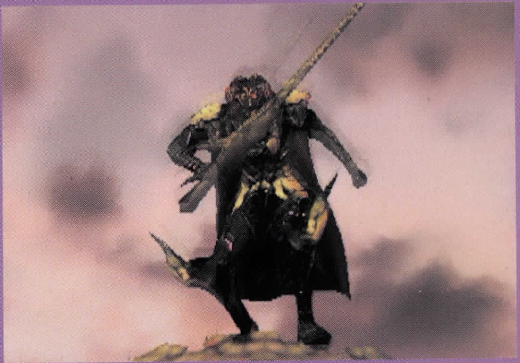
Remember the 1980 version of Flash Gordon? It's the one where Peter Duncan gets killed by a tree stump and Ornella Mutti wears a metal bikini. Anyway, Dante might move like a buttered gymnast and shoot like an ornery Texan, but when he opens his mouth, he's the vocal twin of floppy-haired beefcake Sam J Jones – all big-mouthed arrogance and dumb-assed one-liners. See if you can match – or even attempt to marginally improve on – his wit as he comes across some of the chattier bosses. Answers at the bottom.



OWL BE BACK: Our hero comes across an avian monstrosity. Time for some Noel Coward-class wit, surely?



STING WHILE YOU'RE WINNING: A smirk, a cocked hammer, a witty riposte – what *do* you say to a giant scorpion?



KNIGHT TO REMEMBER: The biggest fight of his life – for the love of God, can't he come up with something *snappy just this once*?

ANSWERS

The Bird: "Flock off, feather face – or you can stick around and find out the hard way." *What*?

The Scorpion: "I hope you've got something inside that big body of yours." Who?

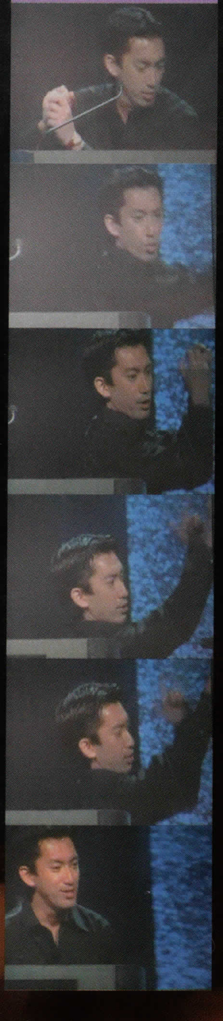
The Knight: "You'd better get out of my way." Oh, the humanity. You'd have thought he'd make a *bit* of an effort.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

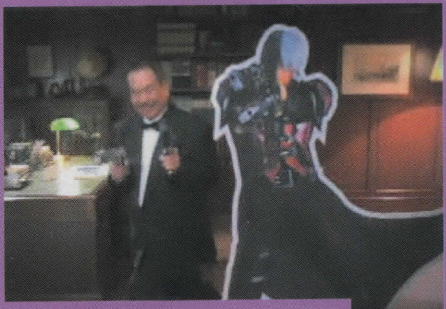
IMPACT POINT

We've probably printed enough screenshots of The Best Bit In *Devil May Cry*™ – so here's Shinji Mikami demonstrating it in real life...



SELLING YOUR SOUL

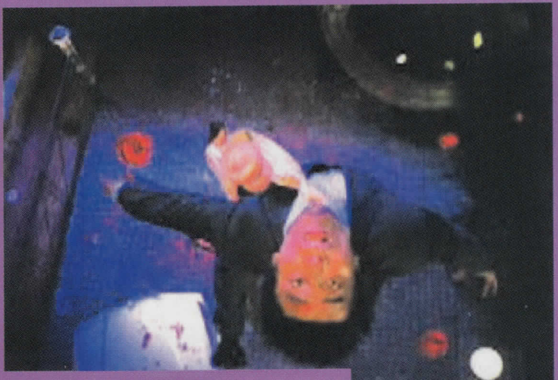
In a move that harks back to the good old days of that Tekken 2 ad, or the one with the parka-clad tyke squeaking "I've conquered worlds", *Devil May Cry*'s Japanese ads make *no sense whatsoever*. Our favourite's the one where an unhappy lady, who's obviously just been given the kind of romantic death knell that usually sparks such a response, recreates the game's most pleasing combo with a bunch of roses and a champagne bottle. Please, Capcom, advertise like this in the UK.



TUXEDO-SI-DO: Haruo Mizuno, in a tuxedo, next to a cardboard Dante. Don't think too hard about it.

BIKINI ATOLL: This one doesn't even *try* to explain the association. Dan wants to marry this girl.

FLOWER POWER: She swats her fiance into the air with the flowers... see it coming yet?



CORK TO THE SUITOR: Yes! Take that, lover boy! Will we ever grow up? No.

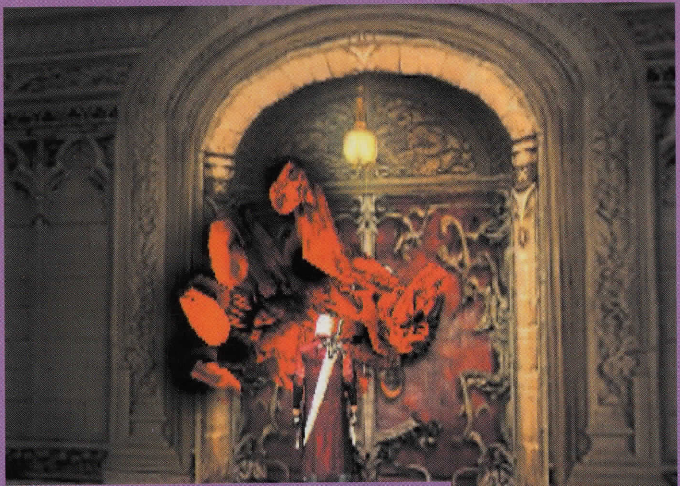
"THOUGH THE APPEAL OF SHOOTING AND HITTING THINGS NEVER REALLY WANES, THE RARE MOMENTS OF INVENTION LEAVE YOU ACHING FOR MORE"

▸FPS and a *Space Harrier*-style shoot-em-up. Unfortunately, because the lack of a visibly unifying central character – as in *Metal Gear*'s driving/shooting section – they tend to feel divorced from the action. Though the appeal of hitting and shooting things never really wanes, the rare moments of invention leave you aching for more.

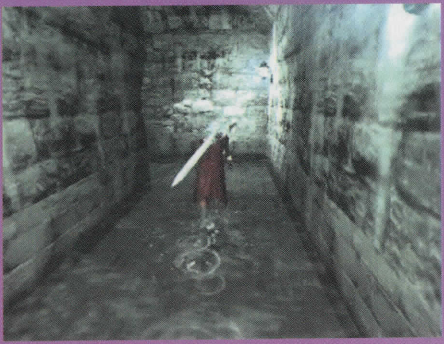
Thankfully, there's always the appeal of playing it in Hard mode with all your demonic abilities▸

INSIGHT

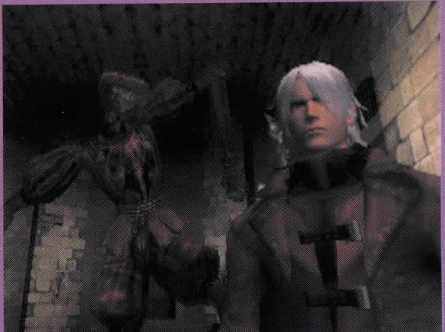
- Completing the game on Dante Must Die mode unlocks Super Dante – but is he the only hidden character?
- *DMC* sold 360,000 copies in its first week on release in Japan.



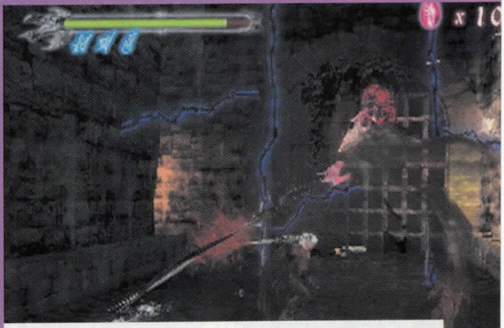
GRASPING FOR BREADTH: As the levels open out, the doors unlock themselves with this weird hand/ghoul apparition.



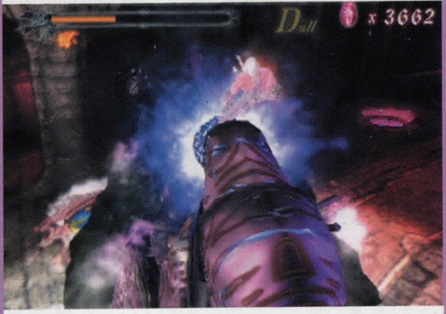
DRAIN DAMAGE: Dante's about to discover the bug monsters for the first time – little does he suspect that they spit maggots. Eugghh...



PUPPET LOVE: These dancing freaks never present a serious threat. It's just great fun hacking them to pieces.



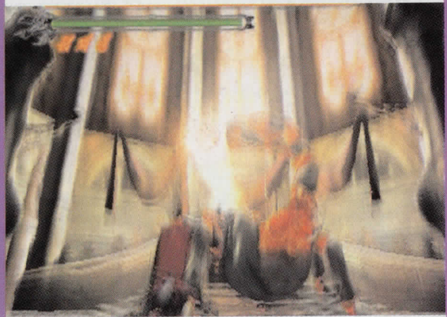
HORN AGAIN: The 'leccy walls stop you running, but you can jump at them for an easy shot at his head.



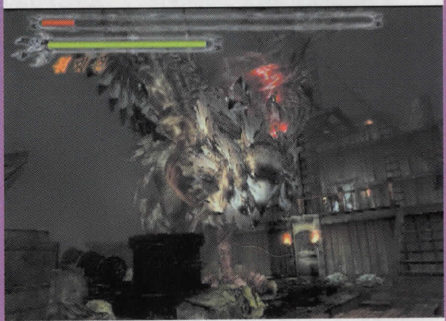
SILLY PUTTY: Force the blob-thing to solidify, then punch it to bits. Simple, as long as you avoid getting sucked into it.

FOE MAN CHEW

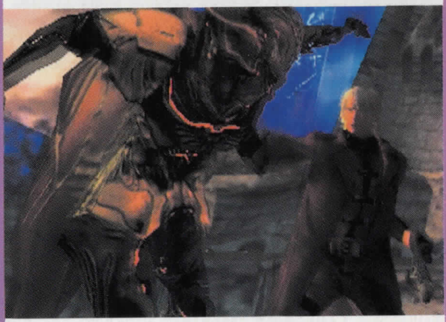
DMC's bosses are the most impressive we've seen in a PS2 game, well... ever. They're a *bit* like the drooling freaks you'll find in *Resi*, but really, they remind us of *R-Type*'s beasts – frighteningly pyrotechnic until you find their weak point.



THE WEDDING STINGER: Being chased down corridors by the scorpion's spectacular, but annoying.



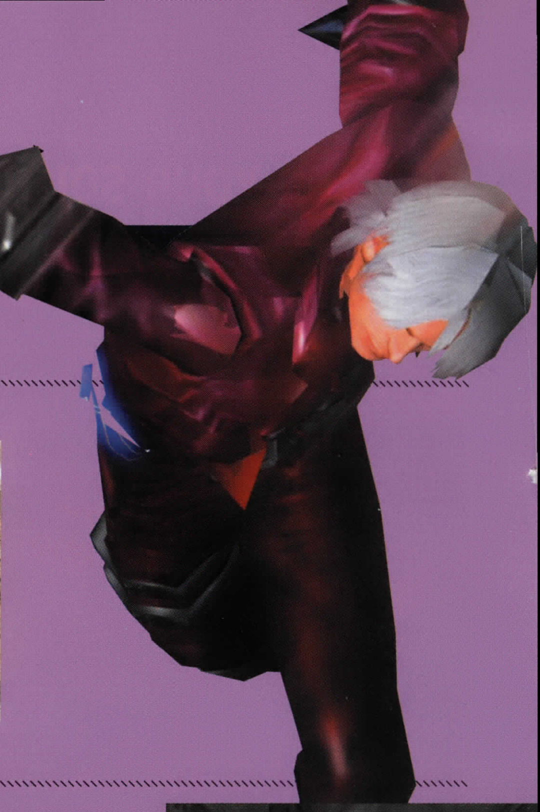
HAWK THE SLAYER: At first, the bird's easy grenade-meat – but not when he sets a spectral avian on you.



OH, WHAT A KNIGHT: Hard when you first meet him – easy when you can axe-kick him in the nose.

COVER GAME

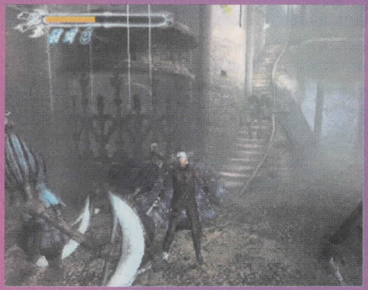
PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...



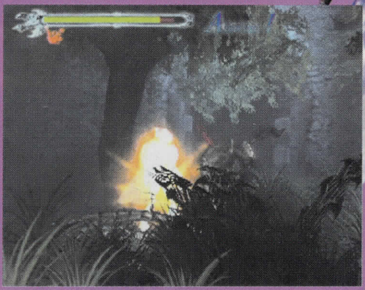
UPPING THE DANTE

As you progress, you collect red orbs from slain enemies. They're *DMC*'s equivalent of Experience Points, and you can either exchange them for stars (health, continues and power-ups) or spend them on upgrading your demonic abilities with the Alastor sword and Ifrit gloves. Invest your orbs wisely, or squander them on inventive new ways of kicking people in the face? We'd recommend the latter.

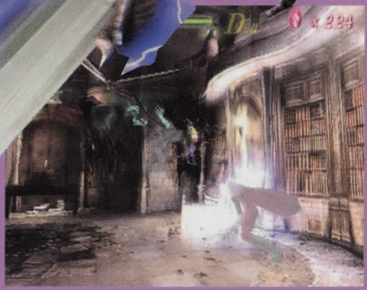
STARS



DEVIL IN A BLUE MESS: Run out of demon power? Just use a Devil Star.

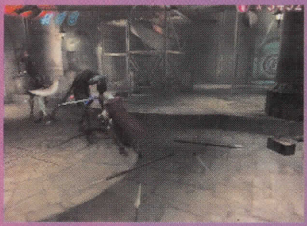


CAN'T TOUCH THIS: The 'Untouchable' power's absolutely crucial for dealing with later bosses.

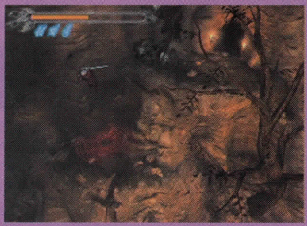


MEANIE IN A BOTTLE: Holy water takes out swathes of minor bad guys at a stroke.

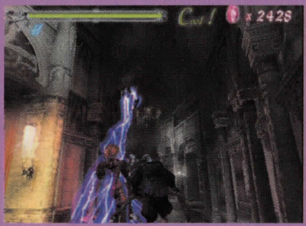
ALASTOR



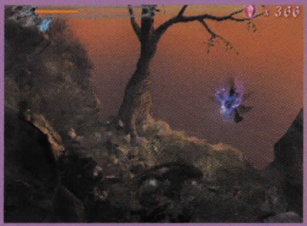
STINGER: Charge forward and ram a sword through Johnny Badman's liver. Oof.



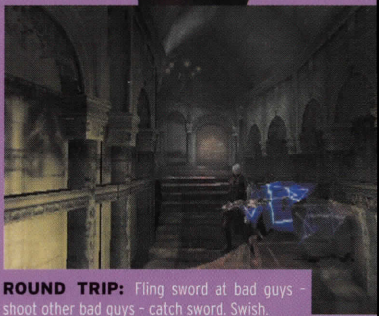
AIR HIKE: Lets Dante double-jump - even without walls. Vital for finding secret areas.



AIR STRIKE: What would God do? Why, fling wrathful lightning bolts at everything, of course.

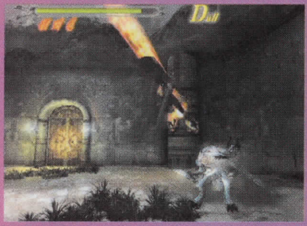


VORTEX: Spinning/diving move - vaguely auto-aims, usually lands you in a very bad place.

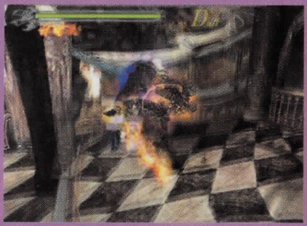


ROUND TRIP: Fling sword at bad guys - shoot other bad guys - catch sword. Swish.

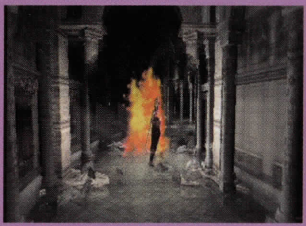
IFRIT



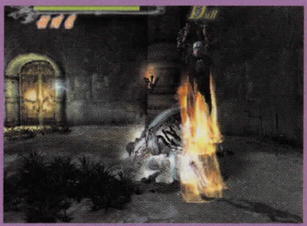
METEOR: Lets you fling blazing rocks in demonic form. But why not just use a gun?



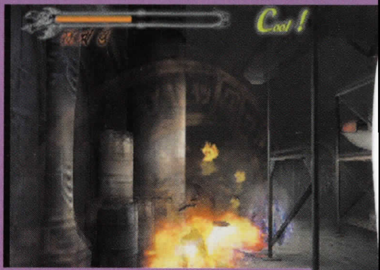
KICK 13: Dante's equivalent of Chun Li's Lightning Kick - brilliant for shoeing bosses.



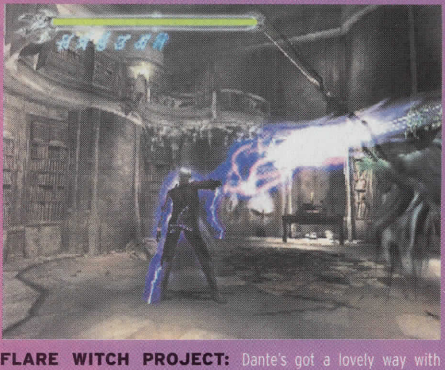
MAGMA STRIKE: Flaming-uppercut - follow it up with a salvo from your guns.



ROLLING FLAME: Ignite every time you jump - handy for keeping enemies off-balance.



INFERNO: That'd be the set-fire-to-everything smart bomb, then.



FLARE WITCH PROJECT: Dante's got a lovely way with impressive lighting effects. It's all *very* purple, mind. Like this page.

> **"CUNNINGLY, EVERY TIME YOU KILL SOMETHING YOU'RE AWARDED A RANK FROM DULL TO STYLISH - THE EQUIVALENT OF THE 'S' RANKING FOUND IN MOST JAPANESE GAMES"**

▶ intact – and for the truly devoted, there's the insanely hard Legendary Dark Knight and Dante Must Die difficulty levels. There's also a smattering of secret missions hidden throughout the game – like leaping up a bridge of chattering skulls. Yes, you're playing through the same levels, with the same objectives as before, but the bad guys are varied enough to provide a challenging new experience. Cunningly, every time you kill something you're also awarded a rank from Dull to Stylish – the equivalent of the 'S' ranking found in most Japanese games. On completing the game, you're given an overall rank, which – we've heard it hinted – determines what you unlock for the next time round.

Finally, some things – fireworks, tequila slammers, episodes of the Powerpuff girls – just aren't *meant* to be savoured. They're supposed to get in, fill you with fleeting euphoria, then get out fast. And if you aren't whooping with joy – or at least feeling all warm inside – for at least half the time you're playing *DMC*, then you're an emotionally stunted android. You'll have to be feeling a bit flush to buy it on import – it's the kind of game you'll want to trade in after a month or so – but if you do, get it with confidence that your mates'll be clamouring to play it the second it slips through the door. **PSM2**

DMC's due for an early December release in the UK – we'll let you know if Capcom puts whacking great black borders in.

BEELZEBUB'S CHOICE

1 **DEVIL MAY CRY**
The finest mix of shooting and, um, more shooting on PS2. Oh, and some swords.

2 **ONIMUSHA**
More gore-packed survival horror from Capcom. The puzzles are trickier, but it feels a bit too much like *Resi*.

3 **FREAK OUT**
Bizarrely, this surreal adventure is quite similar to *Devil May Cry*, due to mad imagery and repetitive, but enjoyable, boss battles.

PSM2 VERDICT

GAMEPLAY
+ Like a DIY John Woo film. Heavenly to control.
- The underwater sections are *terrible*.

GRAPHICS
+ Enormous, lavish environments, ace animation and bosses.
- Camera angles leave you dizzy and confused.

SOUND
+ The best music soundtrack on PS2. No question.
- Dante's voice. And Trish's voice. And as for Sparda's voice...

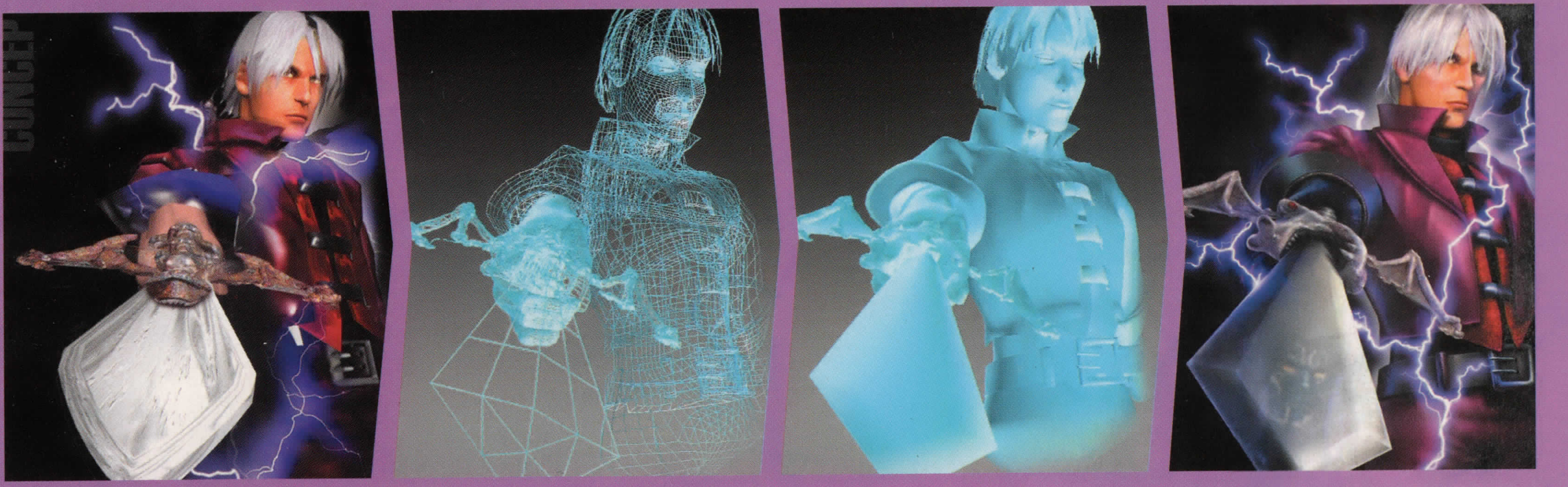
LIFESPAN
+ Plenty of incentive to play the harder modes.
- The main game wouldn't get you through a flight to Sydney.

OVERALL
Blindingly gorgeous and cracking to play. This is a brilliant advert for PS2, but it lacks the long-term appeal of an all-time classic.

90

SACRILICIOUS

THE ART OF DARKNESS – CREATING PSM2'S COVER IMAGE



Our cover starts life as a brilliantly realised concept – not realising that this isn't the final image. Oh. The second stage is a wire frame model of Dante created on computer. Stage three, and our cover star gets beefed up with some flat shading – still no textures, though. Right, so he's looking hard but lacking style. Holy Ifrit! Just *look* at it! With fine detail drawn in by hand – including a sinister looking Nero Angelo hiding in his sword – Dante's ready for his close-up.

When we plan the cover of PSM2, the one thing we all agree on is that the cover *has* to reflect the quality of the mag. It needs balls; it needs to be one step ahead of the herd and, most important of all, it needs to be eye-wateringly brilliant.

If you've ever tramped along the racks of gaming magazines in a desperate bid to grab the last copy of PSM2 before it sells out, you might have noticed one of our US sister mags called Next Gen. It's well respected over here, and this is partly due to its consistently incredible cover art.

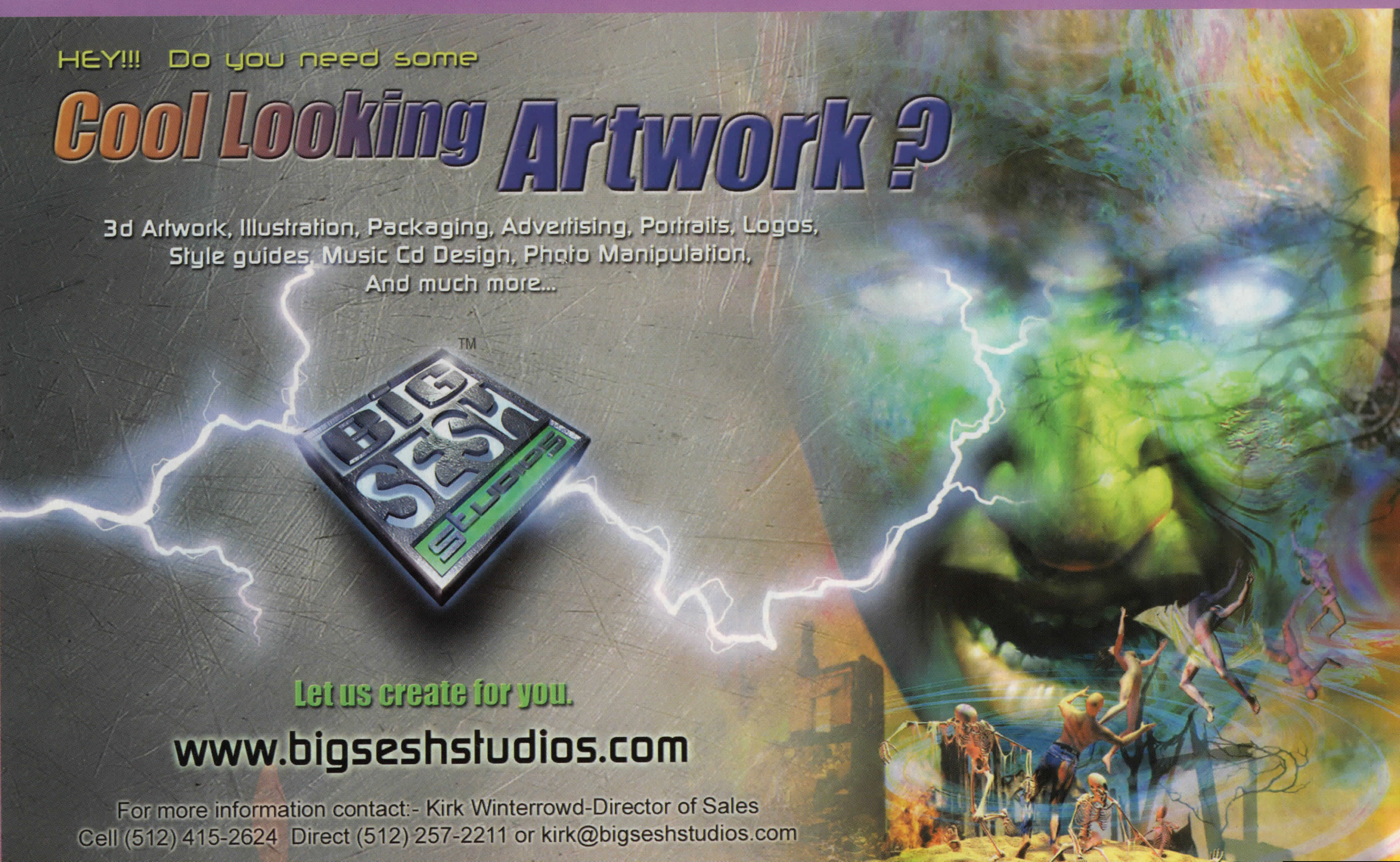
Based in Texas, USA, Big Sesh Studios have created some of the most arresting artwork in the videogame industry, and that includes the work for Next Gen that caught our image-hungry eyes.

Founded by an 18-year-old industry veteran, Matt Stubbington, and Roger Barcilon, a hugely respected artist, they've worked on an astonishing portfolio of titles. Matt's had a hand in *NBA Jam*, *Turok*, *Turok 2*, *Shadowman* and *WWF Attitude*, among others.

Add 15 years of Art Directing experience and it's not hard to see why clients like Acclaim and Interplay are first in the queue to get the studio to produce their packaging and marketing artwork for them. Heck, if it's good enough for them, then it's good enough for us.

As well as our Dante cover, you might've seen Big Sesh Studio's work for *Giants: Citizen Kabuto* splashed across our previews in previous issues, and it's their push for groundbreaking imagery that's bringing gaming to life. Here at PSM2 we understand the way they're thinking ahead. So, as PS2 gaming becomes that little bit more real, we'll bring you the talent that's forcing it that way.

For more information on Big Sesh Studios you can contact Kirk Winterrowd, Director of Sales and Marketing on +1(512) 257 2211 or e-mail *kirk@bigsesh studios.com*. You can check out their website at *www.bigsesh studios.com*.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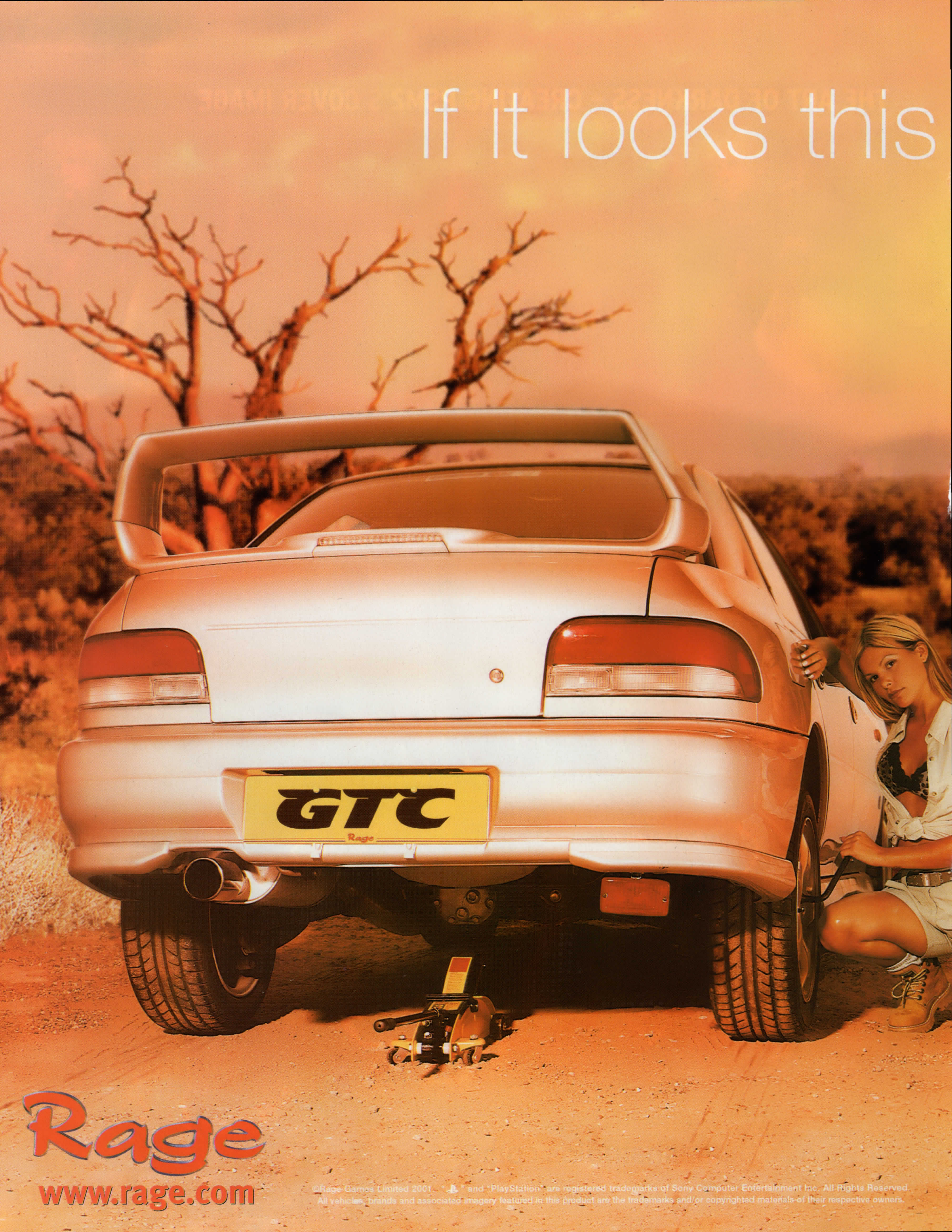
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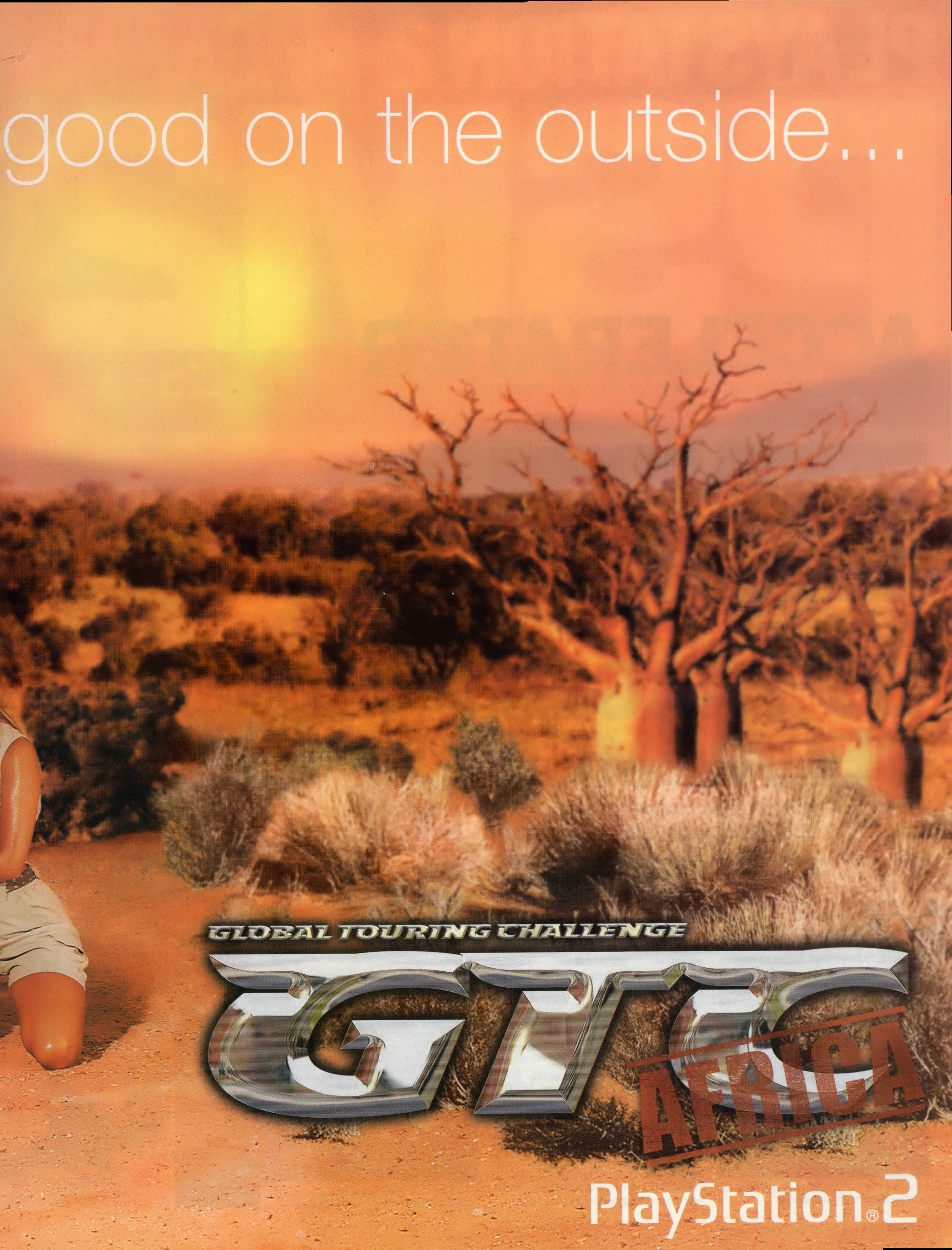
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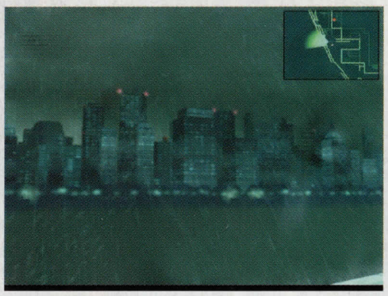
PSM2

ACCELERATOR

DRIVING OPINION · BREAKING NEWS
シンセイヒントソクホク

ニュース

SNAKE: MGS2 "is about the desire to end violence on a global scale" say KCEA - but it's still a sensitive subject.


MANHATTAN: The view from the boat shows the Manhattan skyline - but the World Trade Centre isn't in view.

›DEVELOPER REACTION フハワヌキニラ

US TRAGEDY TO DELAY MGS2?

The games industry reels from the appalling New York terrorist strikes. Most anticipated game in history jeopardised.

The US debut of *Metal Gear Solid 2* has been cast into turmoil following the World Trade Center tragedy. The game may be delayed as a mark of respect – missing the proposed US release date of November 13th. Speaking to PSM2, a Konami source explained: "Something's bound to happen – I wouldn't be surprised if *MGS2* is delayed in the US – though the European situation is less clear." The spokesperson did confirm that Konami would wait for the shock to subside before making a final decision. Konami of America and Konami Japan have expressed their condolences to victims of the tragedy.

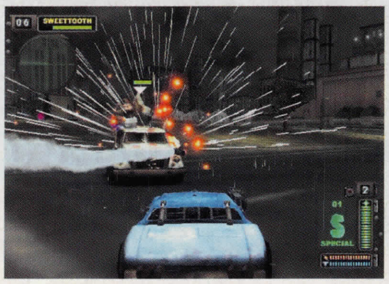
The game's content – depicting terrorist activities on New York's Hudson river – is almost certainly too sensitive for immediate US release. Though unconfirmed, it's feared that the game's final scenes will feature Metal Gear Ray tearing through downtown New York.

In a similar move, Columbia Pictures were said to be discussing the future of the Spider Man movie, which prominently features the Manhattan skyline.

MGS2 isn't the only game facing disruption. The day after the tragedy, Namco Japan pulled all TV commercials for their flight-combat game *Ace Combat 4*. SCEE withdrew a playable demo of *Twisted Metal: Black* from Official PlayStation 2 Magazine, and delayed the full game's UK release by a month. The decision to withhold the demo was based on a scene where gamers shoot down a jumbo jet.

New York-based developers Take 2 Interactive were shaken by the tragedy, but reported to be "all fine". Activision's Big Apple office avoided disaster, as did key working partners Marvel Comics.

PSM2 RECKONS Certainly in the UK, the proposed early 2002 date looks a fair bet.


TWISTED METAL: Delayed for at least one month. Should be here in time for Christmas though.

ACE COMBAT: As the tragedy unfolded, Namco Japan took the measured decision of cancelling advertising.

SAY UBI THERE: French developer Ubi Soft showed *Batman*, *Rayman* and *Tarzan*. Or should that be *Tarman*?

PUBLIC CONVENIENCE: If ECTS is to survive, PSM2 feels strongly that you should be allowed to visit the show.

›EURO SHOW NEWS フハワヌキニラ

ECTS BELLY FLOPS

Key developers snub Europe's major games event, leaving Beckham and… Rayman… to save the day.

This year's European Computer Trade Show (ECTS) – normally a chance for the big software developers and publishers to unveil their new titles to PSM2 and the rest of the games industry – was the most disappointing in nearly a decade. Key developers such as EA, Activision and Sony snubbed the show to hold their own demonstration days – EA filling their showcase Chertsey HQ with game pods the day before the show. The biggest exhibitors at ECTS were Rage and Ubi Soft, leaving disappointed punters to ogle third-party joypads.

Ubi Soft's line-up was surprisingly strong, showing a much improved version of *Batman Vengeance* and the already decent *Rayman M*. Rage pushed the shiny-looking *GTC Africa* and made a big noise about whopper licenses *David Beckham's Soccer* and *Rocky*. Criterion's stand was hugely popular, with the show-stealing *Burnout*, and ever-impressive *Airblade*.

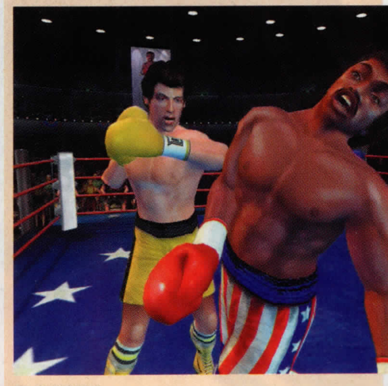
Tired of trawling the Excel hall, PSM2 was ferried in a sweaty minibus to see Vivendi's licence-heavy line-up. Biggest surprise of all was *The Thing* – a menacing and graphically sharp survival horror influenced by the Kurt Russell classic.

Shortly before our correspondent dropped of heatstroke, we were quietly chuffed to see the new build of Majesco's *Soldier of Fortune* – running quicker than a top end PC.

Sony, meanwhile, held a separate press event, showcasing the usual suspects: *World Rally Championship*, *WipEout Fusion* and *Parappa 2*, with new Sega titles *Rez* and *Headhunter* proving especially impressive.

PSM2 RECKONS Oh dear. Perhaps the organisers of ECTS should rethink the timing or, better, open the event to the gaming public. After the delights of E3, this felt like passing a coconut shy.

BIGGEST SURPRISE



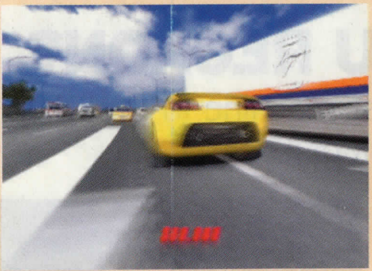
ROCKY
Sly Stallone on PlayStation 2? Hitting Mr T? Looking like the real deal? You bet yo' ass. Fool.

EXCELLENT? The new London venue for ECTS, Europe's major game trade show.

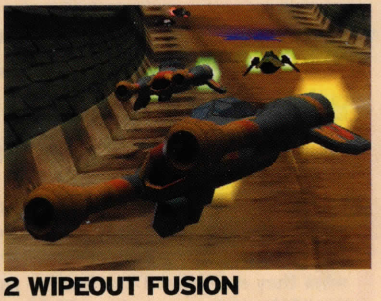
RAGE TURNER: Major sporting licences ensured the Liverpool developer's stand attracted a crowd.

COSTUME DRAMA: Despite the low-key nature of the stands, some people, bless 'em, still made an effort.

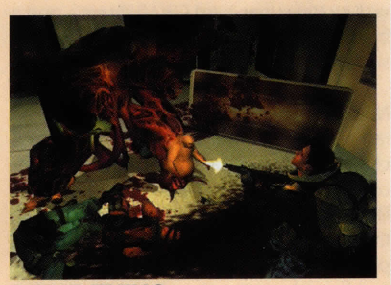
THE ECTS TOP FIVE



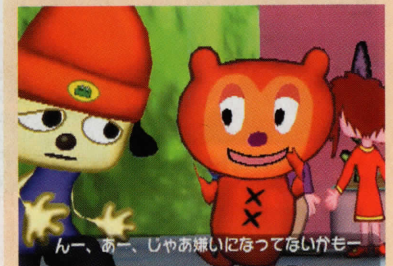
1 BURNOUT
The only game generating big crowds. Criterion's lightning racer is reviewed on pg60 – be excited.



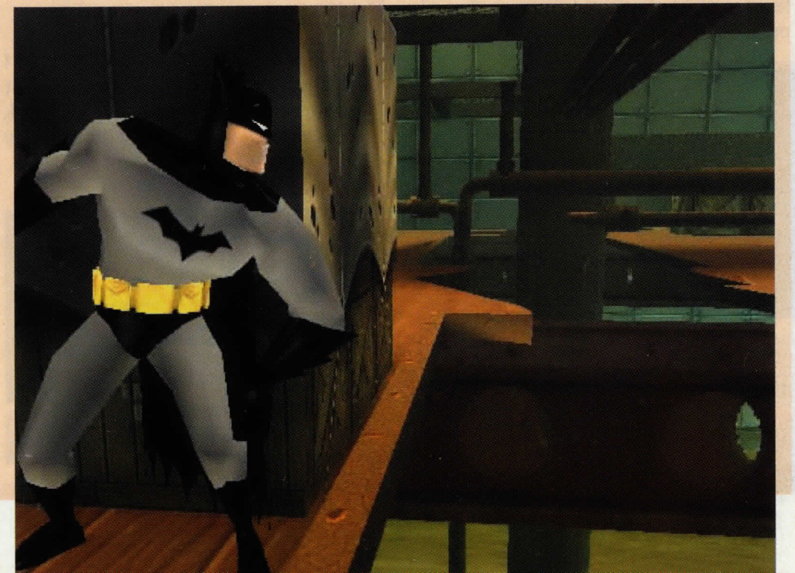
2 WIPEOUT FUSION
Much improved, Sony's futuristic hover-em-up really looked the part – quietly expect great things.



3 THE THING
A team of US and Norwegian crack troopers storm around confusing each other for an alien. Looked ace.



4 PARAPPA THE RAPPA 2
Ultra-crisp visuals and two-player mayhem. Sony's infectious sing-a-long sparked many a cheesy grin.



5 BATMAN VENGEANCE
We wanted to like Ubi Soft's rendition of the cartoon series – and we can because it's shaping up like a moody dark horse.

SAY XIAYOU'LL BE THERE: She hasn't been time-released yet, but she's confirmed as a character.

>ARCADE UPDATE フハフヌ

TEKKEN IT TOO FAR?

Is the next King Of Iron Fist tournament the toughest contender yet – or a sidestep in the wrong direction? PSM2 tells it like it is.

Look. There's nothing worse than people who court controversy by pretending they don't like stuff that's clearly great. Don't like the Beatles? Killjoy. Can't stand the Simpsons? You're an *idiot*.

But a lot of mags have run hyperbole-stuffed previews recently, generally including the line 'Of course it's great – because it's *Tekken*.' Well, hang on a minute.

See, we've been playing *Tekken 4* a lot recently, and we're not entirely convinced. Obviously, the new 'dead angle' and sidestep techniques'll take time to master, but the overall feel's unnervingly similar to *Tekken 3*. As for the limited arenas, it's a bit frustrating to be smashed into an invisible wall by the super-hard CPU fighters – and a bit off-putting to see a half-transparent tree suddenly loom into your field of vision.

It's not all so disappointing, though. New lad, Steve, doesn't have many long-range options, but he's lightning-quick in a clinch, with almost limitless footwork combinations letting him shuffle and sway like a dancer. Craig's another character with the emphasis on skill – prodding LK+RK puts him in the crouched Vale Tudo stance, making his sidestep more effective for ease of vicious multi-throwing. Since being betrayed (and shot) by Heihachi in *Tekken 3*, Jin's abandoned the Mishima style in favour of traditional karate – handily preventing him from being a clone of Kazuya. And Christie? Well she's another one for all the button-hammerers, mate…

PSM2 RECKONS It's a bit early to sit in judgement on *Tekken* – grasping the subtle changes to the fighting system'll take more than a pocketful of loose change. Still, some of the new elements seem a bit out of place – we're a little worried they might have rushed it out to compete with *Virtua Fighter 4*.

STAGE 1 00:14:76
CREDIT 0
KAZUYA
45
K.O

NOAH'S ARCADE: Characters are time-released simultaneously in Japan and the UK.

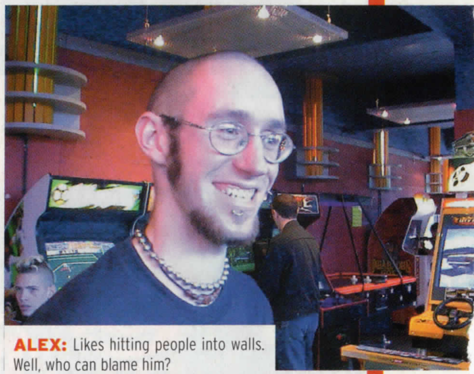
>PUBLIC AIR シフミカノ

WHAT DO YOU RECKON?

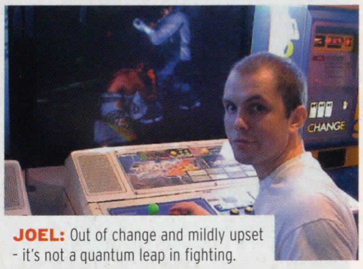
Bath Quasar got the first machine in the UK – but what do people think of it?

I work here, and people haven't been playing it much – they're mostly sticking to *Tekken Tag*, because it's what they recognise. I like Steve – I'm top of the high-score table with him – but the other new characters don't seem anything special.
Colin Cook

It plays too much like *Tekken Tag* – I still play as the old characters. It's a bit annoying when the backgrounds block your vision, as well – even though they fade out a bit.
Alex Linklater



ALEX: Likes hitting people into walls. Well, who can blame him?



JOEL: Out of change and mildly upset – it's not a quantum leap in fighting.

COLIN: Top-scorer in an arcade where no-one plays it? Bravo, sir.

FIGHTING TALK

We've given it a good testing in the arcade so we thought it was time for PSM2 to quiz Namco Japan's Asha Ueno about dead angles, counters, and punching people into escalators…

Why is *Tekken 4* moving back to the roots of the series?
Tekken Tag Tournament was an extra which was not included in the mainstream of the series

We've seen some neat graphical details, like Christie's flapping belt – are there any graphical touches the team are particularly proud of?
The motion of the cloth which you can see in Xiaoyu's skirt or Steve's shirt. We developed the cloth simulation program to realise the soft moves of clothes as they flutter in the breeze. Moreover, moves of muscles and expressions on faces are reproduced by many little 'bones' which are equivalent to muscles. On the other hand, there are many elements which we wanted to put in but couldn't. We could say that completed *Tekken 4* contains only 50 percent of elements which we planned to have at the first time of development.

Tell us more about the new 'dead angle' – how will gamers be able to use it to their advantage?
In *Tekken 4*, a back step is not an effective move to dodge an attack. When you guard an attack, both you and your opponent can't move for a second, but when you dodge an attack, you can do the next move while an attacker has to finish his empty move. Although you're locked in position after successfully guarding, if an opponent's attack is avoided and it hits the dead angle, you can attack the defenceless enemy.

How effective is the scenery interaction *really*? Will it, for example, be possible to fight an opponent on the escalator of the mall stage?
Although you can't ride on escalators, pillars can be broken and the audience can be knocked down. We planned to have stacked boxes which could be collapsed, but in the end we couldn't include them in the game.

Are special 'juggle' combos possible using the different heights of the arena floors?
Yes. When you 'launch' an opponent who's at a different height, it affects the combos, so a move which usually cannot connect can connect, or vice versa.

The team has said 'Whoever controls the wall will control the match' – what tactics should our readers use to maintain control?
Keep understanding the positions between yourself, your opponent and the walls. Push your opponent towards the wall and be careful not to let them escape. The positioning is always important. Usually, putting your back against the wall is tactically disadvantageous. You will have a risk of a) your moves being restricted and b) when you are thrown against a wall, your damage is increased. You cannot step back, and your side moves will also be restricted. In this situation, since the choice of action will be very limited, your opponent will guess your next move very easily. However, please keep it in your mind that tactics will change subtly depending on the exact characteristics of a character.

For example, when King puts his back against a wall and does a Giant Swing, he can knock an opponent against the wall. This attack is unguardable, and the damage will be increased to almost half of your opponent's vitality.

How can players escape when trapped against the scenery?
There are several choices, including:
1. Even if struck by the wall, don't panic – calmly guard yourself. Remember there's no wall combo which continues forever – the chance to stop an opponent's attack will come.
2. Take a defensive position. You can take this position against a wall in the same way as you do against the floor.
3. Use Position Change. This is one of the fastest attacks. As Position Change becomes active within 11 frames after you input the command, it is more effective than trying to intercept an opponent's attack with any other move (except jab).

Which are the team's favourite arenas?
Out of the ten stages my favourite is 'Underground'. But of course, I like all of them really.

TABLE TOPS: Yuichi Yonemori, Katsuhiro Harada and Masahiro Kimoto of *Tekken 4*'s development team.

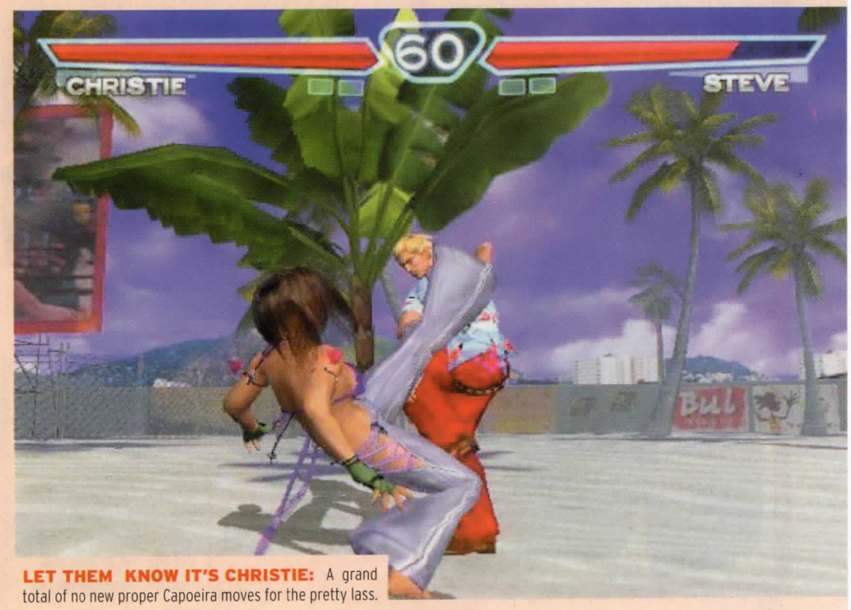
Who are the most powerful characters? Do you truly believe the game's more 'balanced' than previous versions?
If you mean 'power fighter', I think it is Marduk. We are always trying to adjust the balance for all players to enjoy. It is very difficult work, because the balance becomes different depending on the players' skill.

What are *Tekken 4*'s strengths and weakness in relation to Sega's *Virtua Fighter 4*?
We believe we cannot compare these two games, because the game system and players are different from each other.

How will Christie's capoeira style be different to Eddie Gordo's? Will she be another 'cheat' character for beginners?
Same style. Of course we added some new moves. For beginners, we think Steve is most suitable.

Steve Fox's kick moves have been replaced with extra dodge commands – does this mean that the team have plans for more characters with 'individual' fighting styles?
Yoshimitsu was planned to become more tricky, and there was a character who had such individual style, but he was not employed in the game.

What's been the feedback from Japanese gamers and playtesters?
Sorry, no comment.



LET THEM KNOW IT'S CHRISTIE: A grand total of no new proper Capoeira moves for the pretty lass.

TEKKEN THE PITH?

Has it changed for better… or worse?

THE WALLS
Gah. The most significant addition – and it feels like a cheap imitation of *DOA2*. *Tekken 4*'s environments are full of huge, invisible walls, so if you're belted towards some trees or a crowd, your character'll be brought up short as if he's hit a big flat lump of perspex. It's a bit crap and wrecks the suspension of disbelief. Although we're happy to report that yes, you *can* knock members of the Fight Club over.

UP AGAINST IT: You can't smash people through the walls, either.

CHRISTIE
A prettier version of Eddie Gordo with some moves that aren't really based on Capoeira? Charmed, we're sure.

POKING FUN
Pokes – or quick combinations of basic jabs – are very effective in *Tekken 4*. Almost *too* effective. In two-player battles, it's distressingly easy to demolish another player with moves like Kazuya's twin pistons. This is one of the most heated topic of debate on Internet discussion forums devoted to *Tekken*.

PAUL
60
KAZUYA

POKE 'IM, MON: It's far too easy to win with button-destroying jab combos.

VIOLET
Let's face it – if you'd gone to the trouble of making up an elaborate story about building combat robots in order to enter the tournament in disguise, you'd try to make your fighting style difficult to recognise. Not Lee Chaolan, though – he's kept all of his old moves, dyed his hair purple and given himself a girl's name. Berk.

KAZUYA
He's *far* too hard. As usual.

>SMACKDOWN SECRETS フハワヌ

DURST FOR VENGEANCE

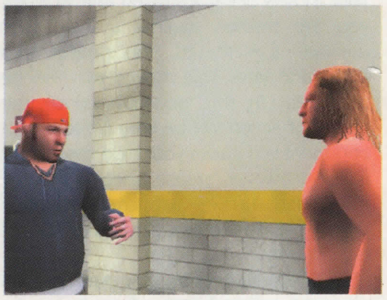
Just Bring It to Limp Bizkit's frontman – and a well-known pop-moppet – in THQ's new grappler.

Following Michael Jackson and the Wu-Tang Clan, the latest faux-hard rocker to cameo in a fighting game's none other than – wait for it – Fred Durst.

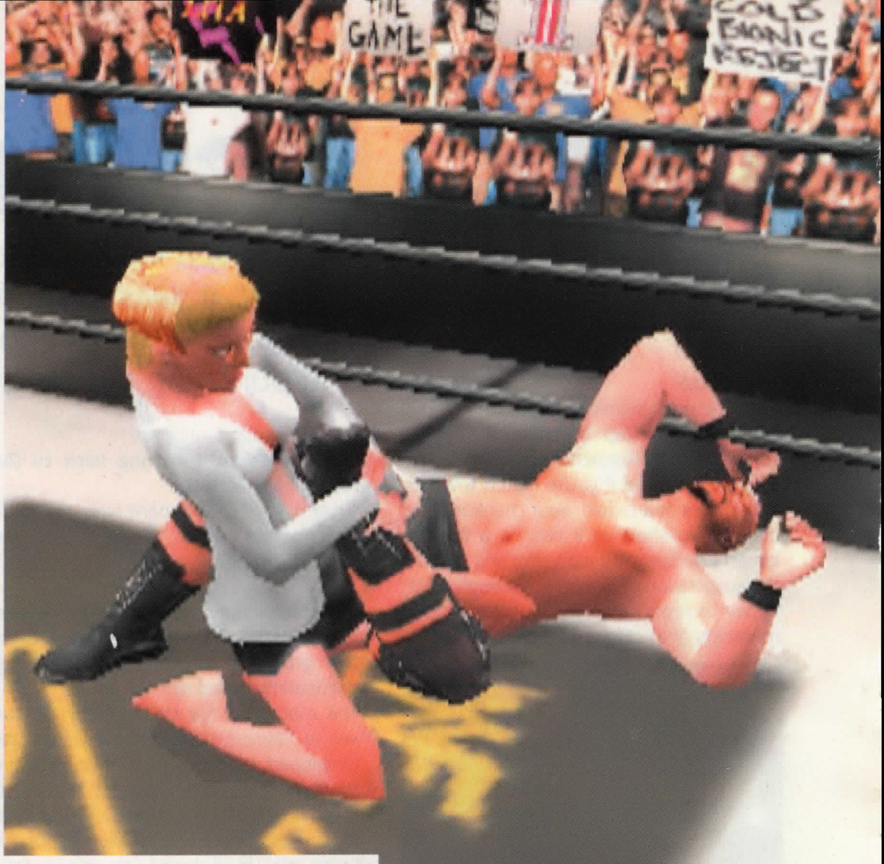
The Limp Bizkit frontman pops up for a chat during *WWF Smackdown! Just Bring It's* Story mode, but it isn't clear whether you'll be able to punch him yet – although Rollin' features in the game as the Undertaker's entrance music.

Interestingly, Britney Spears has also signed up with THQ, giving them rights to publish games about her until 2005. The first one's due next year – but until then, we're happy to spread ludicrous rumours about her popping up alongside Lita…

PSM2 RECKONS *"Busting wide open" the man who ruined the Mission: impossible theme? Don't mind if we do.*



I'M DURSTY: Yes, that really is Fred chatting to Jerry Lynn. He's probably telling him to keep rollin'.



HIT HIM BABY: And this is, um, our interpretation of Britney – courtesy of the Create-A-Wrestler option.

>PERIPHERAL NEWS シフミカ/

MISSION: CONTROL

The chunky device below is Sony's official PS2 DVD remote – available now for a fairly reasonable £19.99.

With it comes a disc of new DVD drivers which, when installed, effectively upgrades your PlayStation 2's DVD player to include features like Shuffle and Repeat play, and variable-speed rewinding. Strangely enough, we also noticed that the lip-synching difficulty with our copy of Fight Club disappeared, and the final disc of the Toy Story boxset started working. But these extras come at a price – the DVD drivers take up a hefty 2.2 MB of your memory card, so if you've already got a lot of saves you'll probably need a second card.

PSM2 RECKONS *If you haven't got a remote control yet, get this one rather than something cheaper – the extra features and the sorting of the minor DVD niggles we've experienced is worth an extra fiver.*

>FIRST LOOK フハワヌ

ROBOT WARS

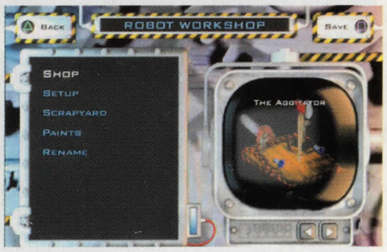
From scrap metal to mental scraps with the BBC's PS2 gaming debut.

"Things are really hotting up now… oh, my word, he's lost the pickaxe… and Panic Attack's been shoved into Sergeant Bash! It's all over!"

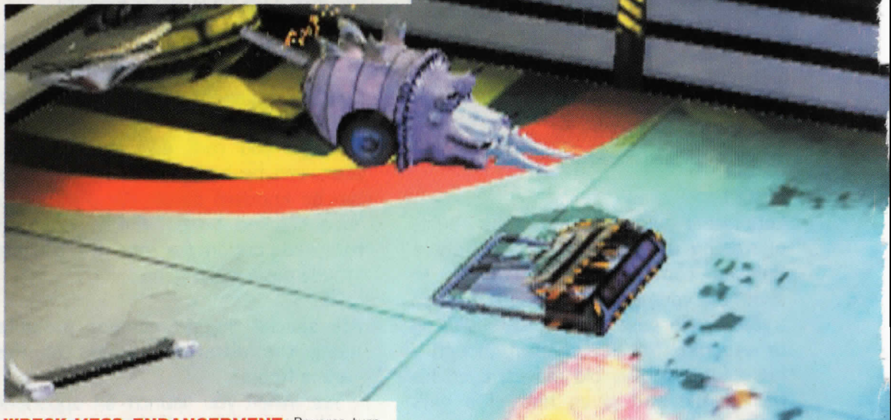
It's a strange claim to fame, but *Robot Wars'* commentary's the best we've *ever* heard in a console game – convincing soundbites flow together to provide an increasingly excitable account of what's happening. In fact, the game recreates the feel of the show admirably, from the spodly excitement of tinkering with your 'bot to the frothy-mouthed shouting and clumsy control of the actual fights.

Fans'll recognise robots like Axe-Master, Hypnodisc and Coopertron, but it's also possible to build your own from scratch, bolting on as many chainsaws and flame-throwers as your funds and weight category'll allow.

PSM2 RECKONS *If only it had Philippa Forester as a nerd-goading secret character. Sigh. Probably go straight to No.1 though…*



CLUNK-CLICK: The front end of *Robot Wars* feels a little clumsy to us at the moment.



WRECK-MESS ENDANGERMENT: Reverse-turn-shunt-reverse. Combat feels just like the show's.

BYTESIZE
スカラシサ

> **US:** Dimension Films have definitely bought the rights to produce a film based on action shooter *Max Payne*. Astute readers'll already be aware that the plot (recently widowed/framed cop on the edge wreaks horrific vengeance) is pure action film – we're hoping for David Boreanaz in the title role. > **US:** Wildest Speculation Yet prize for *MGS2* goes to the net-spods who're drawing parallels between Snake's world and viking myths. Solid, Liquid and Ocelot are supposed to represent Thor, Loki and Tyr respectively, with Metal Gear Ray coming in as the thunder-god's nemesis Jormagund – a giant lizard. Hmm. > **US:** Starting with *SSX Tricky* and *NHL 2002*, EA's games will incorporate Digital Theatre Sound, which should make it easier to hear rival 'boarders sneaking up on you. The technology's already a mainstay of DVDs, but hasn't been used during in-game action before. > **US:** *NBA Ballers*, being developed by Midway, will be the first one-on-one basketball game for PS2. It's based on streetball, so expect ludicrous moves, the bare minimum of rules, and courts on lightning-thrashed skyscrapers.

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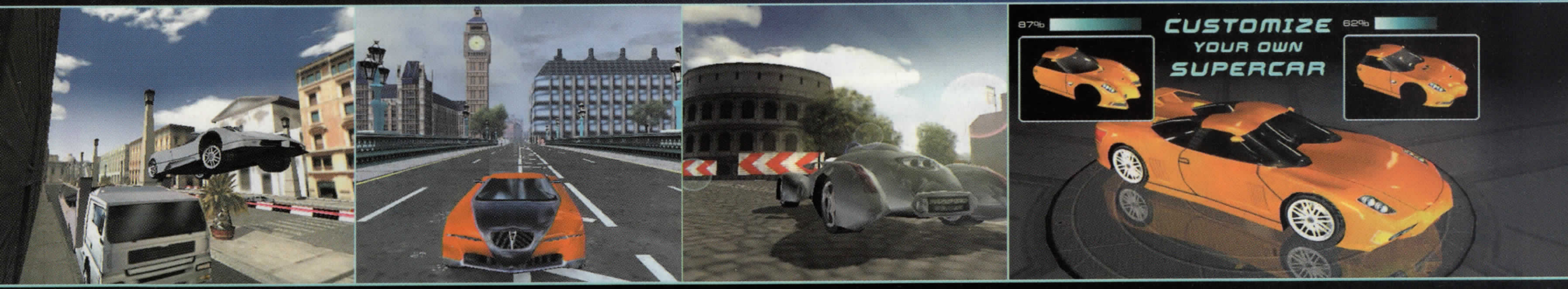

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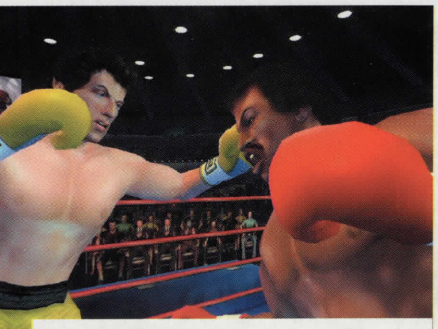


I AM A ROCK: Even the day-glo gloves of the Italian Stallion can't faze the mighty Apollo Creed.

WAKE UP, TIME TO DIE: Clubber lives up to his name and dozes off after one too many late nights.

›FIRST LOOK

SO MUCH RAGE

Balboa, Beckham and 'blading – the Wild Wild boys of the games industry go on a licensing spree.

After a relatively poor showing on PS2 so far – *Wild Wild Racing* being one of the less convincing racers to appear at launch time – Rage are gearing up to unleash a slew of titles on the unsuspecting public.

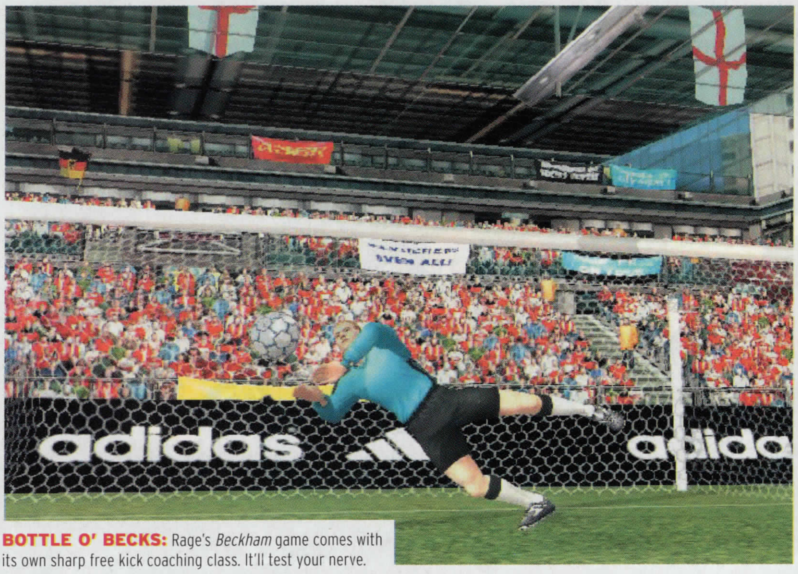
First up – aggressive in-line skating with *SK8*. Although the name implies a Rollerball-style punch-fest, the sport's largely the same mix of vert and freestyle tricks seen in *Tony Hawk's* – albeit with a tiny skateboard strapped to each foot. Sort of. World champs like Cesar Mora and Jon Julio pop up as playable characters, with the now-ubiquitous shopping mall level and Park Editor certain to make an appearance.

For those who fancy something even *more* aggressive, there's *Rocky*, based on the solo adventures of Bullwinkle's chipmunk sidekick. No, not really. It'll feature motion-captured animation from real boxers, as well as likenesses of Rocky, Clubber Lang, Ivan Drago and Tommy Gunn. It'll also have a Training mode – although whether it'll involve pummelling frozen meat's yet to be confirmed.

Finally, there's *David Beckham's Soccer*. We'll overlook the 'soccer', since the England skipper's apparently acted as consultant on the game, which includes a Training mode full of tests set by the man himself (including a free kick tutorial). It'll use the FIFPro license, with over 200 teams, a few hidden extras and Ron Atkinson providing commentary.

Will this be the game to finally beat the mighty *ISS*? Who knows, but it should save Man United fans any more embarrassment after *International League Soccer*.

PSM2 RECKONS *Three games – three very crowded genres. Best of luck to Rage on pulling this lot off convincingly.*



BOTTLE O' BECKS: Rage's *Beckham* game comes with its own sharp free kick coaching class. It'll test your nerve.

›UK DEVELOPMENT NEWS

COLIN McRAE 3: CONFIRMED

The mud-wrestling Scot skids onto PS2, promising 'emotional' rallying and dirt.

No sooner do we receive *GT3*, than another PSone motor franchise screeches onto PS2's muddy flats. The third in Codemaster's Colin McRae franchise will be revving up for release in 2002.

Not a *surprising* turn of events, but a most welcome one, as *Colin McRae* was a highlight of Sony's original console. The 40-man team are working like beavers to create 'more' than just a convincing rally game, as Associate Producer Nick Rath explains: "we're aiming for a very personal experience… we want the player to really connect with the feeling of being McRae."

Just how this pans out remains to be seen, but what's guaranteed is an increased level of graphic realism and piston-pumping physics. McRae's Ford Focus is being constructed of fully moving parts and will be completely destructible. Argh, tree!

PSM2 RECKONS *WRC, TOCA Race Driver and now the canny Scot – we're secretly putting our money behind Codies effort.*

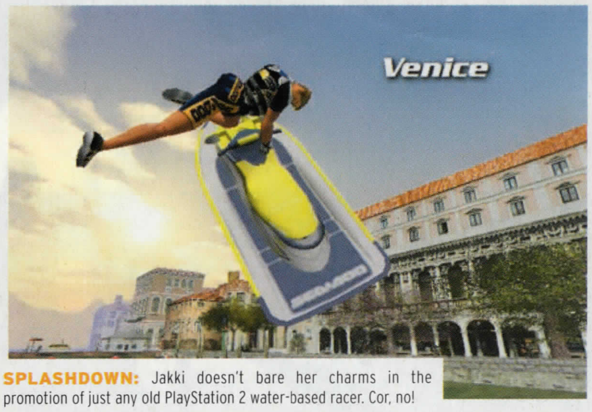
›**US:** At least six software publishers have expressed an interest in the new Teenage Mutant Ninja Turtles license. Mirage Studios are already reported to be working on a CGI movie with John Woo, and a PS2 license is expected to appear in early 2003. ›**UK:** One character who *won't* be appearing in *Tomb Raider: Next Gen*'s been confirmed – Eidos have made an official apology to French archaeologist Jean-Yves Empereur for the uncannily similar Jean-Yves who appears in *Chronicles*, and promise never to use him again. ›**JAPAN:** *Soul Calibur 2*'s been confirmed as a PS2 title, with work on it apparently around 30 percent complete. ›**JAPAN:** Namco are scheduled to release *Biohazard: Gun Survivor 2* in Japan in November, with a UK release expected in early 2001. It'll be compatible with the GunCon 2, and will feature bonus stages not seen in the arcade version. ›**US:** Electronic Arts have signed Tiger Woods up for another five year's-worth of golf licenses. Let's hope the next one's got a few more courses this time round, eh? ›**US:** Activision have secured the next-gen rights to Marvel Comics' Fantastic Four and Iron Man – films of which should be hitting cinemas by late 2003. No news on who'll be developing the games yet – but they can't be any worse than the PSone scrolling beat-em-up take on Reed Richards and friends.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg58
Fill your brain with unbeatable buying advice.
PRO TIPS pg98
Secret stuff *They* don't want you to know…
SUBSCRIPTIONS pg116
Don't miss an issue of PSM2 with our great offer.

WET N' WILD SPLASHDOWN COMPO!



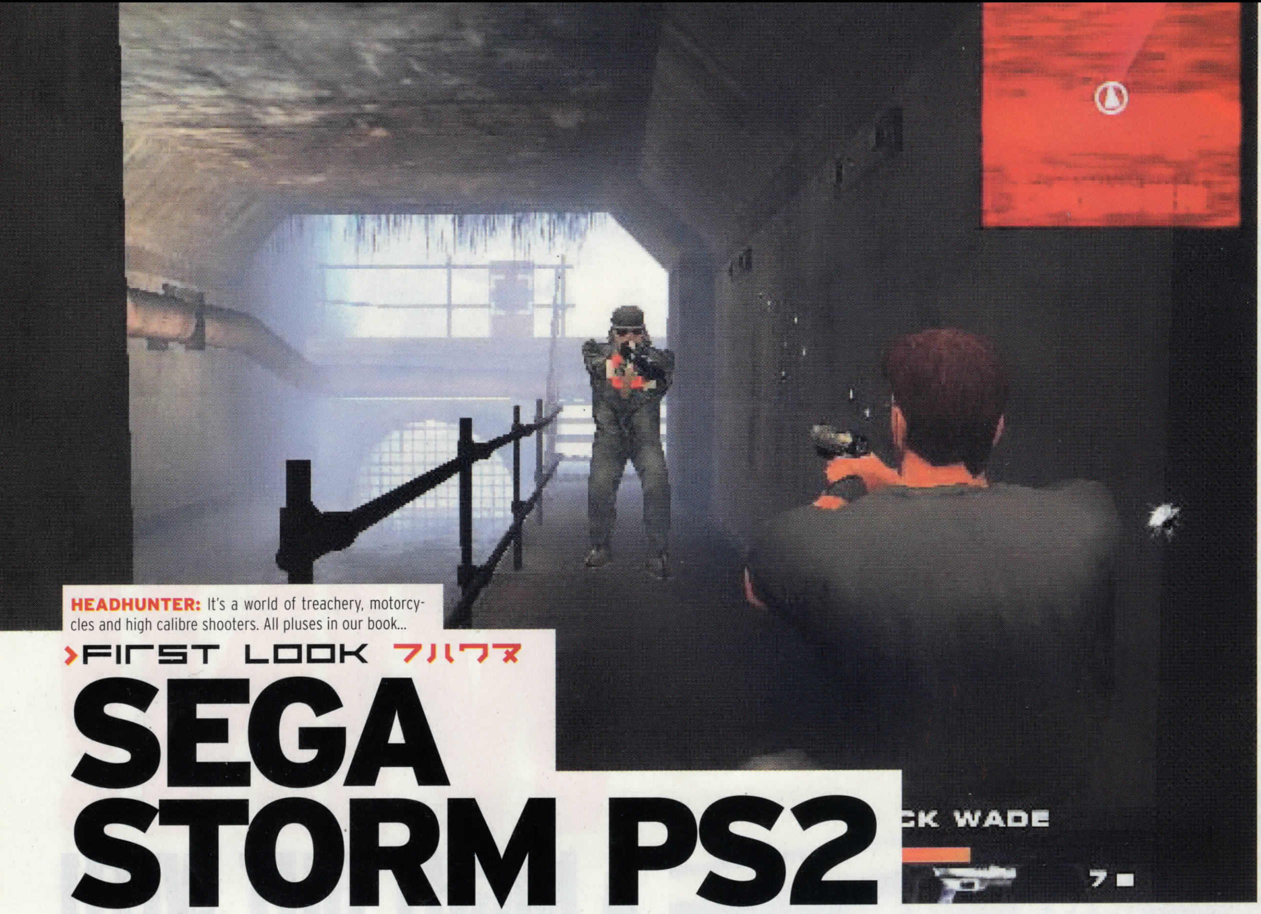
SPLASHDOWN: Jakki doesn't bare her charms in the promotion of just any old PlayStation 2 water-based racer. Cor, no!

WIN!
A NIGHT OUT WITH PAGE 3 STUNNA JAKKI DEGG!

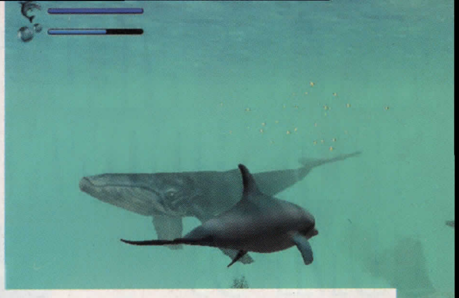
To celebrate the launch of thrilling PlayStation 2 racer *Splashdown*, PSM2's joined forces with Infogrames to bring you this heart-warming shot of girls at work on a Seadoo. And the opportunity of a lifetime. Yes, this is your chance to win a night out in London with the goi-gous Jakki Degg! You and a friend (or your dad...) will be chauffeur-driven from your home (or a London train station if you live outside the capital) to Planet Hollywood, where you'll be wined and dined by Jakki (and representatives from PSM2 and Infogrames), before being chauffeured back again. Saucy!

To be in with a chance – you cheeky monkey – do the following: Send us something to impress her. Simple. But it has to be something you've *created* yourself.
You also need to include a photo of yourself and up to 50 words on why you'd like a night out with Jakki.

THE RULES: All entries must be sent to: Pass the salt, Jakki! PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. The closing date for entries is Tuesday 27th November. This competition is not open to employees of Future Publishing or Infogrames. No entry will be accepted without an accompanying photo of yourself. You must be at least 16-years-old. The editor's decision is final.



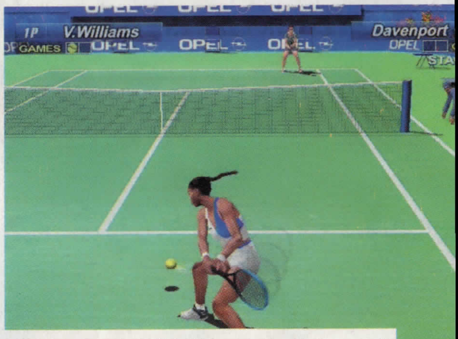
HEADHUNTER: It's a world of treachery, motorcycles and high calibre shooters. All pluses in our book...



ECCO ECCO ECCO: Hopefully the flaws of the DC version will be ironed out by the time this version arrives.

Chest
+100
Enemy down

VAMPIRE KNIGHTS: An undead light-gun game to rival the excellent, but brief, *House of the Dead 2*? Could be...



TENNIS 2002: Well helllloooo ladies. Finally, we get the vicarious pleasure of playing with the girls.

›FIRST LOOK

SEGA STORM PS2

Crime-ridden cities, sonically enhanced dolphins and sweatband chic. Sega's scintillating New Year line-up's set to rock PlayStation 2…

Since the Dreamcast's demise, the flow of Sega games to PS2 has been more of a trickle than a deluge. Aside from *Crazy Taxi* and noisy rumblings about *Space Channel 5*, we've had precious little to admire. But things are about to get more exciting with at least six Sega greats gushing onto PS2.

First in the line-up is *Headhunter* created by Swedish developers Amuze. It's a 3D action-adventure, more *Winback* than *Metal Gear Solid*, featuring grizzled hero Jack Wade fighting crime in a near-future California. The Dreamcast version has recently been canned in the US but this shouldn't effect the PS2 outing.

Next is *Ecco the Dolphin: Defender of the Future* – a 3D version of the Mega Drive classic. Developed by Appaloosa, the game made a disappointing debut on Dreamcast last year, but improvements are being made for its PS2 debut. On a brighter note, expect a console conversion of coin-op shoot-em-up *Vampire Knights* which was co-developed by Namco.

DREAMCAST MAY BE SIX FEET UNDER BUT SEGA ARE ALIVE, WELL AND UP TO THEIR OLD MAGIC ON PS2...

Yu Suzuki's oh-so-very-real *Ferrari simulator F355 Challenge* is being published by Sony, which should make up for the disappointment of *F360 Moderna* failing to reach PS2 last year. But the best news of all is that Sega's follow up to *Virtua Tennis*, *Tennis 2002*, is on its way. Once the most addictive multi-player game on Dreamcast, this latest version of the game is set to include female players like Helena Dokic and the Williams sisters.

Probably of less interest is the news that Sega Sports also has another two titles on route to your black tower, with the imminent arrival of *NFL 2002* and *NBA 2002* in the US.

PSM2 RECKONS *Tennis 2002 should be, um, ace – Jonnie's polished the MultiTap and bought a thigh-length skirt in preparation.*

›PSM2 ON LOCATION

ENDGAME COMES OUT BLASTING

Hitching to Oxford with two tuna sarnies and a G-Con tucked into our belt, we prepared to tackle Empire Interactive's potential *Time Crisis*-beater.

Set 'in the near future', Cunning Developments' *Endgame* promises a weightier plot than *Time Crisis 2*. It follows the efforts of one Jade Cornell to save her kidnapped boyfriend from Eurodreams Technologies.

But, as head honcho Ade Barritt made clear to PSM2, this isn't another run-of-the-mill light-gun blaster. For a start, there's only a single-shot weapon available – a move designed to keep the gameplay focussed tightly on your shooting accuracy.

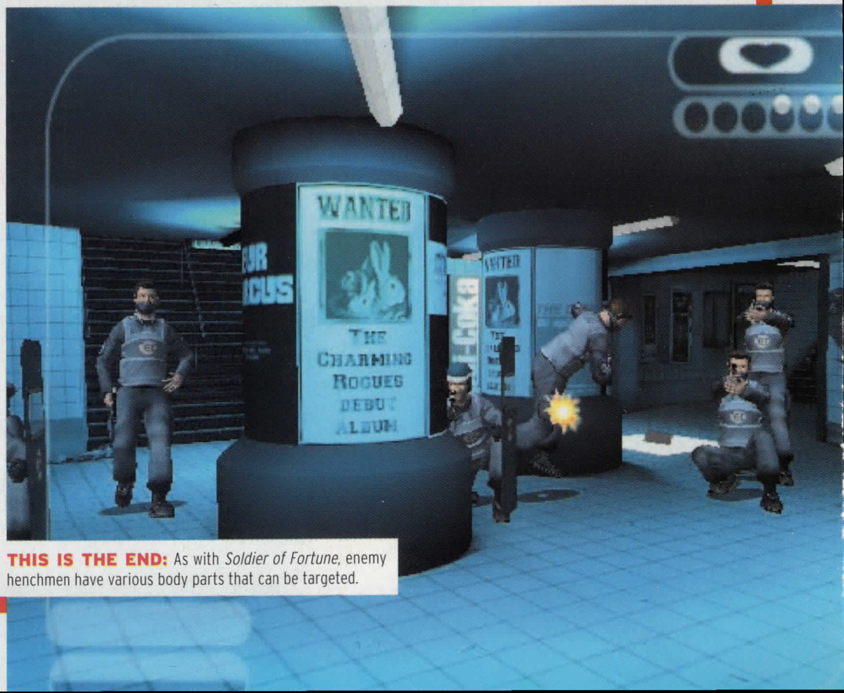
Also, in a post-modern twist, the game kicks off with the heroine playing the videogame, *Mighty Joe Jupiter*, in the comfort of her apartment. So successful was the response to this 'training' mode that it's since evolved into an unlockable 30-level blast in the style of *Point Blank*.

The main game itself sees you racing across Europe blasting your way through the London Underground, a German forest and a Swiss chateau, while the plot carries you to the ultimate branching conclusion – hence the title.

The most impressive aspect so far, aside from the longevity – reportedly twice as long as *TC2*, although we've still to fully test this out – is the game's Hyper mode. Prove your accuracy and speed during combat and you enter a virtual zone where the visuals warp and all assailants move 25 percent faster than before.

Sadly, no two-player mode as yet, but the excellent death animations more than made up for its absence.

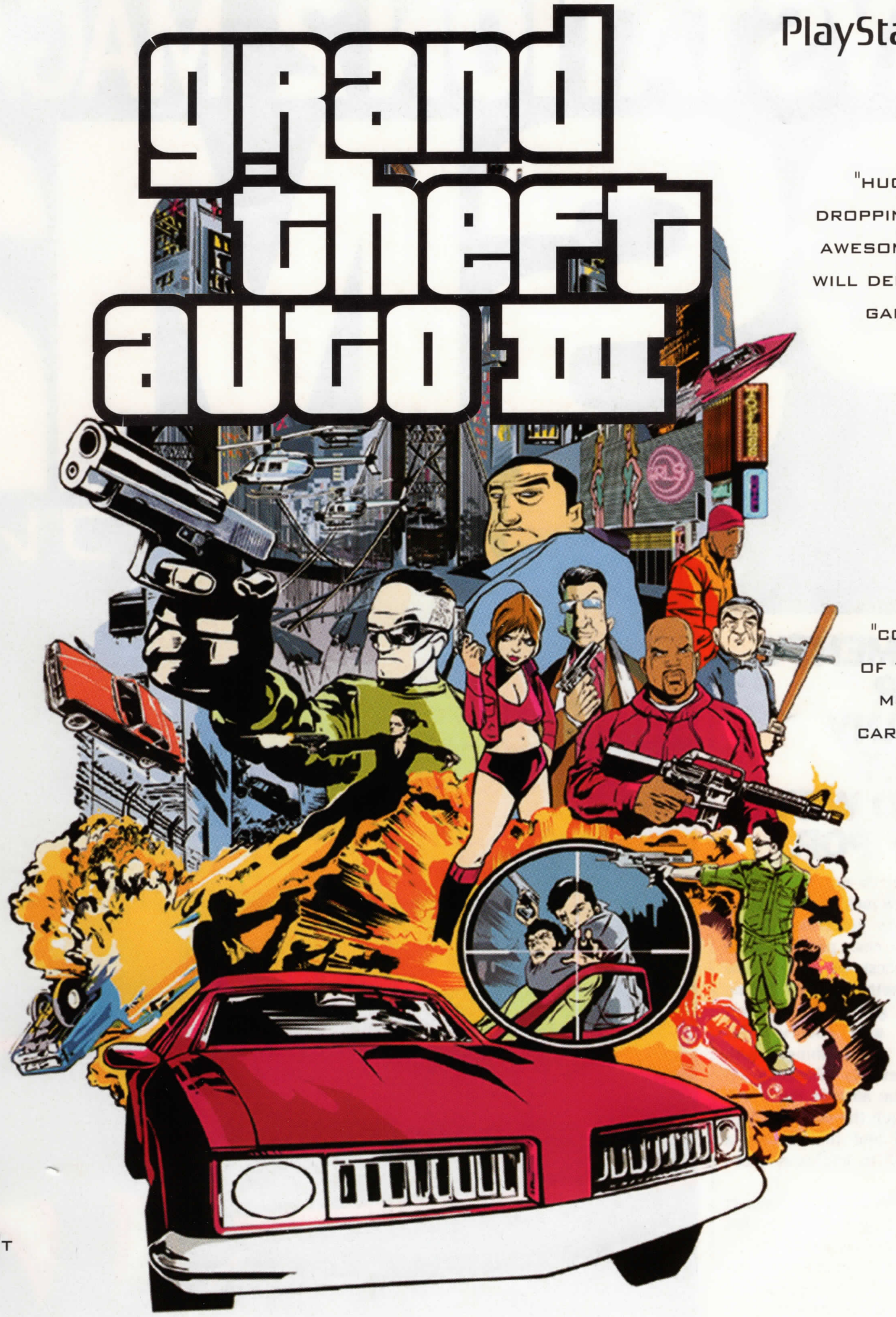
PSM2 RECKONS *A surprisingly heavyweight rival to TC2. Best order those Band Aids now.*



THIS IS THE END: As with *Soldier of Fortune*, enemy henchmen have various body parts that can be targeted.

PlayStation®2

grand theft auto III



"GRAND THEFT AUTO 3 IN STUNNING 3D"
OFFICIAL PLAYSTATION 2

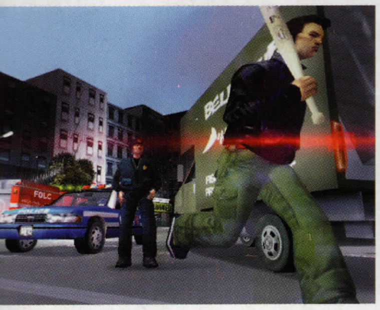
"GRAND THEFT AUTO 3 IS THE MOST WILDLY IMAGINATIVE, DARKLY FUNNY, AND WONDERFULLY PLAYFUL GAMES I HAVE SEEN IN MANY A YEAR, AND IT HAS BECOME ONE OF THE MOST IMPRESSIVE PLAYSTATION 2 GAMES I HAVE SEEN IN DEVELOPMENT."
IGN.COM PREVIEWS

"GRAND THEFT AUTO 3 IS LOOKING SO GOOD ITS A WONDER SOMEBODY HASN'T NICKED IT"
PSI-2

"HUGE 3D CITIES, JAW DROPPING SPOT EFFECTS, AWESOME LIGHTING, THIS WILL DELIVER ONE OF THE GAMES OF THE YEAR"
TOTAL STATION

"COMPLETE FREEDOM OF THE CITY AND THE MOST SPECTACULAR CAR CHASES WE HAVE EVER SEEN!"
POWER MAGAZINE

"THE GRANDEST CRIME GAME OF THEM ALL GOES BIG! "
P2



COMING AUTUMN 2001

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3

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DMA
DMA DESIGN LIMITED

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トクセンジョウホウ

プレビュー

NOT A MOMENT'S PEACE FOR WEEKS – ANY MORE FIRST PLAYS AND WE'LL PROBABLY POP.

DUNCAN

Quiet's out. Busy's the new rock 'n' roll. Staying out's yesterday's beige mittens… possibly. To be honest, we hardly know whether we're coming or going. The amount of new quality titles is astonishing, with previews flooding in from all over the world. Frightening, really. Good job the summer's well and truly buggered off and there's only a widescreen TV and a PS2 to idle away those darker evenings.

This is what we love, though. During the quiet summer months we'd have begrudgingly given five minutes to a game that normally would end up as a coaster. Now, if it's not instantaneously bog-washing our brains with the effort to impress, then it's out the window and doesn't get a mention.

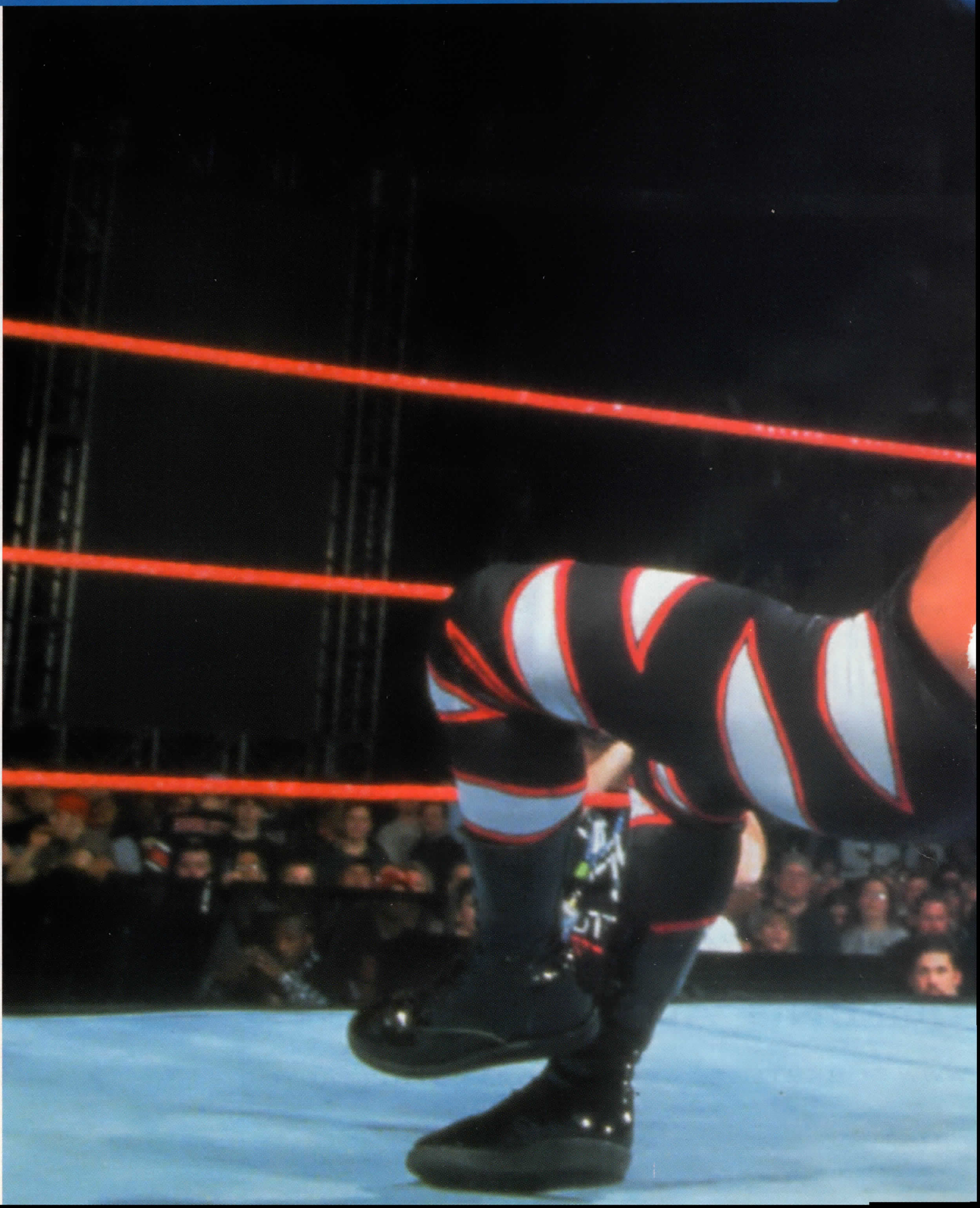
Thankfully, there's very little of that kind of freak poking its head round the office door at the moment. Even *The Weakest Link* had eight of us deviously plotting to eject the thicky who claimed Bogota was in Italy and failed to bank a fistful of notes when they had more than enough opportunity to do so.

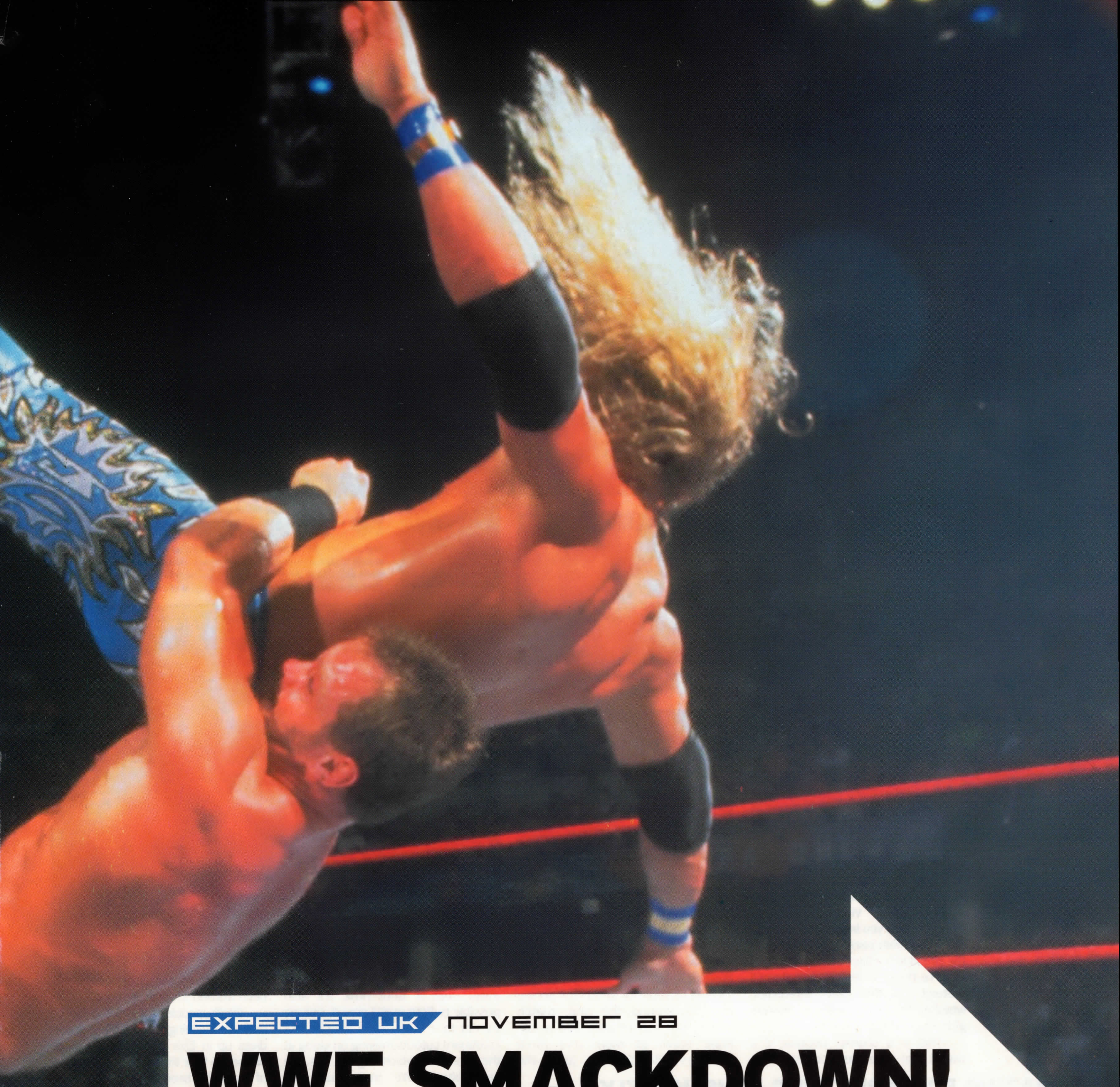
Ahh, Autumn. Now we really do have an excuse to stay in all day. Beautiful. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release style waffle here…).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

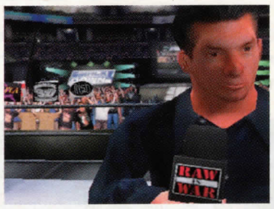




EXPECTED UK NOVEMBER 28

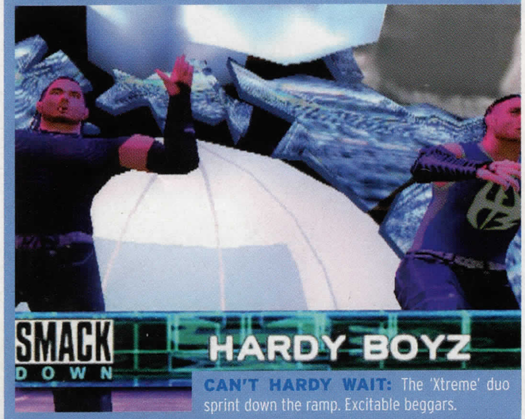
WWF SMACKDOWN! JUST BRING IT

Is THQ's latest a Stone Cold Stunner – or has the franchise hit Rock bottom?

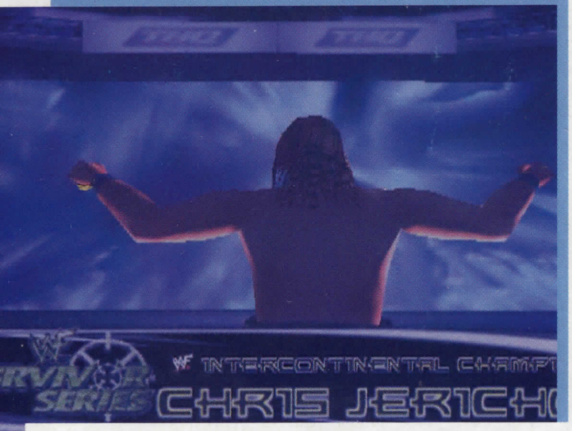


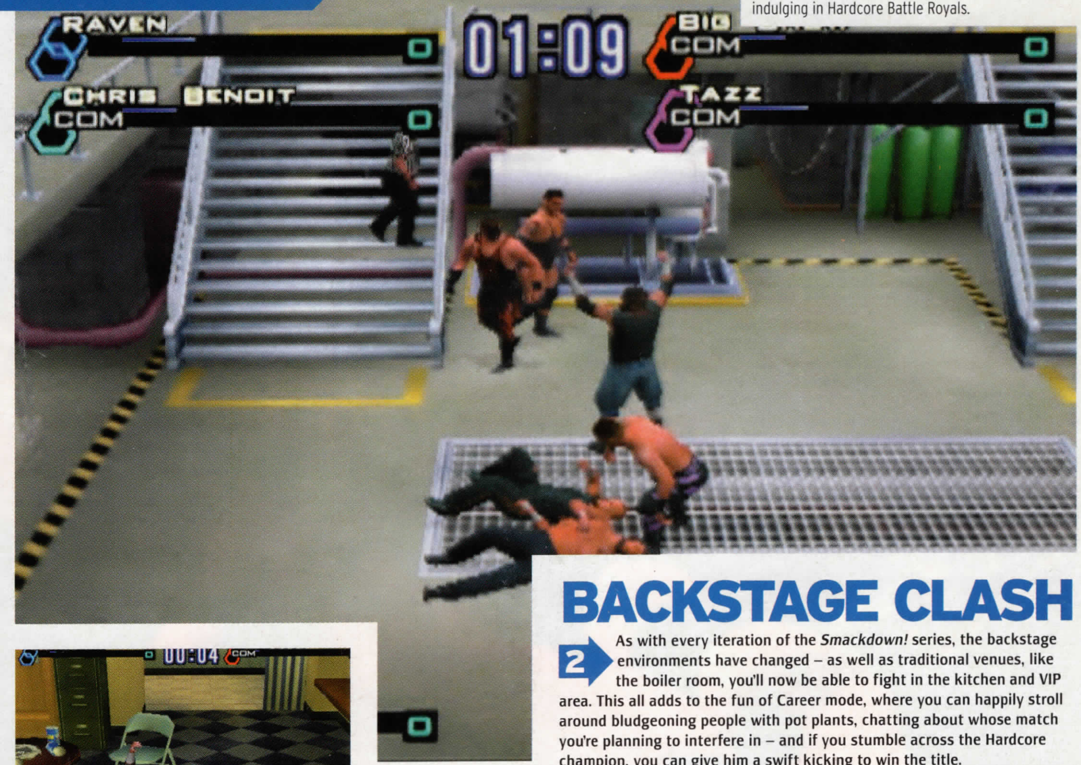
FORCED ENTRY

1 Literally the first thing you'll notice in *Just Bring It* is the new ring entrances. Every wrestler's has been recreated in disturbing detail – from Triple H's angry-faced water-spurting to the Dudley Boys' pyrotechnic extravaganza. They're accompanied by a live-action video – and the camera angles shift emphasis during mid-match interference. Keen WWF viewers'll also notice that the new *Smackdown!* arena's been recreated in meticulous detail... no, honestly, it really makes punching their exhibitionist faces in all the more satisfying.



CAN'T HARDY WAIT: The 'Xtreme' duo sprint down the ramp. Excitable beggars.

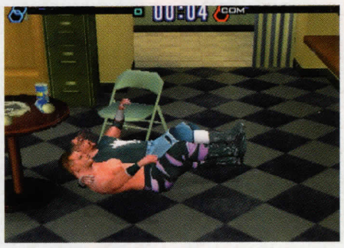




B.O. There's something pleasingly chaotic about indulging in Hardcore Battle Royals.

BACKSTAGE CLASH

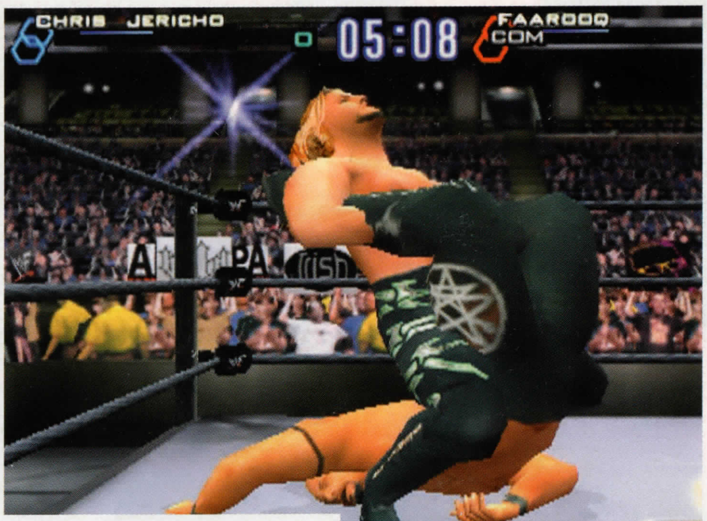
2 As with every iteration of the *Smackdown!* series, the backstage environments have changed – as well as traditional venues, like the boiler room, you'll now be able to fight in the kitchen and VIP area. This all adds to the fun of Career mode, where you can happily stroll around bludgeoning people with pot plants, chatting about whose match you're planning to interfere in – and if you stumble across the Hardcore champion, you can give him a swift kicking to win the title.



SEAT OF STRENGTH: The objects don't work yet, so we haven't managed to slam someone on a chair.

SMACK DOWN
EDGE & CHRISTIAN

GOB ALMIGHTY: We're told that E+C will do commentary - which, yes, reeks of awesomeness. Sigh.

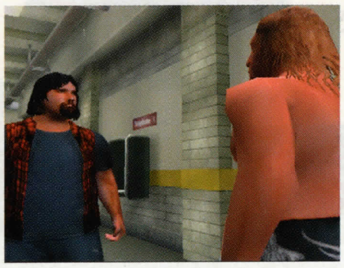


AGAINST THE WALLS: Moves like the Walls of Jericho are dramatised by TV-style camera angles.

EVERYONE loves wrestling. Why wouldn't they? It's soap opera, only with better-choreographed violence; theatre where they let you bring hand-lettered signs and drink beer; pantomime with the added immediacy of a folding steel chair to the face. And yet people still pretend that they aren't interested, whether to appear mature, impress girls, or avoid social stigma.

This is a shame, because if it wasn't for the association with wrestling, *Just Bring It* would be easily the most interesting – and potentially one of the best – beat-em-ups on PS2. It now boasts even more areas to fight through, more diverse objects to hit people with and increased interactivity with the area surrounding the ring – but that's not all. Because it's now possible for up to nine people to fight around the ring, match interference can escalate into a full-scale brawl as more and more wrestlers decide to join the scrimmage. Every type of match now has a referee, who affects the action. It's possible for tag partners and managers to distract him or stop the three-count – and if he *really* upsets you, you can just dole out a quick slap. Careful, though – he'll count faster or slower depending on how you treat him, and for the first time, it's possible to be disqualified for seriously overstepping the boundaries of acceptable violence.

"AMAZING FOR WRESTLING FANS, HUGELY ENTERTAINING IF YOU LIKE BEAT-EM-UPS"



MEET, AND TWO VEG: Mick Foley and Jerry Lynn turn up as unlockable characters.

Fans of ECW'll be pleased to hear that Yuke's are considering putting spurting gore in – you'll recall that Acclaim's *Warzone* allowed for First Blood matches, but THQ have shied away from it until now. It's also possible to fight in the crowd, but we try not to – they look a little bit like cardboard cutouts moving on string at the moment, which slightly kills the atmosphere. We trust that'll be remedied for the release.

The events of Career mode are being finalised as you read this, but they'll certainly include events as recent as Stone Cold's 'heel' turn and the Jericho-Benoit alliance. As WWF fans'll know, the past few months have seen Vince McMahon acquire rival federations WCW and ECW, but since EA and Acclaim own their respective licenses, it's unlikely that you'll be seeing the likes of Billy Kidman or Rob Van Dam. Pity. Still, the story's been enhanced – chance encounters with Shane, Stephanie or senior referee Earl Hebner can advance your career, while alliances or feuds play a key part in the action. Oh, and that stupid, *stupid* watch-the-energy-bars-fight-each-other system's been ditched. Hoorah for that.

Finally, people who *are* in it for the thrill of watching Edge and Christian dress up in Elvis costumes should be pleased to hear that the sheer spectacle of the WWF's been recreated with more detail than ever.

The ring entrances begin with a burst of video footage as the grapplers make their way to the ring, posing and strutting while fireworks explode around them. Career mode includes bursts of fast-cutting action using the in-game engine, while the camera angles change during the match to emphasise signature moves. PSM2's resident wrestling fanatic actually refuses to skip these bits. Everyone else does.

Smackdown! 3, then, is amazing for wrestling fans, hugely entertaining if you like beat-em-ups, and sure to 'out' those who pretend to sigh when a bloke gets thrown through a table. **PSM2**

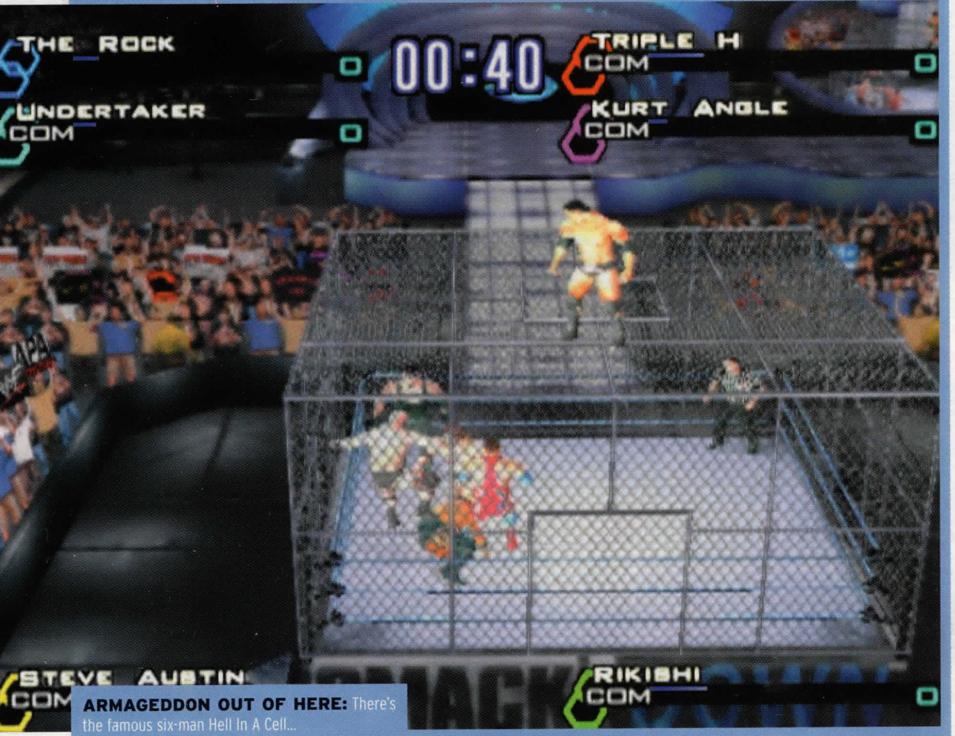
We're off down the bookies to get odds on this being Xmas No.1...

WWF SMACKDOWN! JUST BRING IT

"IT'S NOW POSSIBLE FOR UP TO NINE PEOPLE TO FIGHT AROUND THE RING"

MATCHES MADE IN HEAVEN

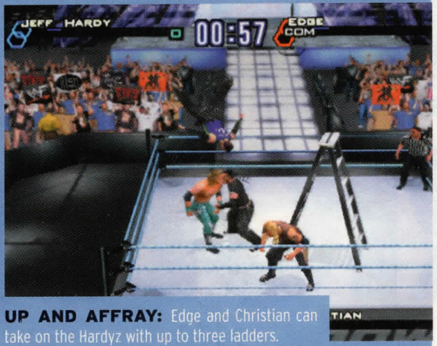
3 How many times have you watched a pay-per-view, cranked up your PSone and wept bitter tears when you realised you couldn't recreate the wrestler-stuffed main event? Never? Well, rejoice anyway, because eight men (and a ref) in the ring provide every permutation of matches you could possibly ask for. Apart from the three-way tag matches or Survivor Series free-for-alls we were promised – let's hope they're among the secret unlockable matches, hmm?



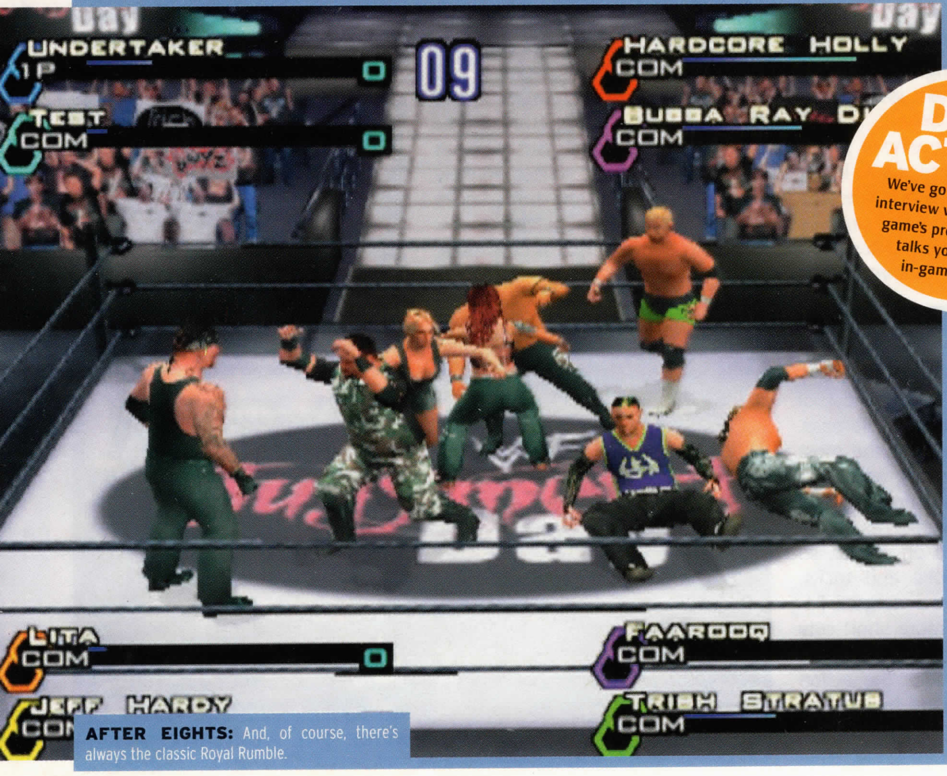
ARMAGEDDON OUT OF HERE: There's the famous six-man Hell In A Cell...

STEVE AUSTIN
∞
TRIPLE H
COM

THREE FOR ALL: The best-of-three classic featuring Stone Cold and Triple H.



UP AND AFFRAY: Edge and Christian can take on the Hardyz with up to three ladders.



AFTER EIGHTS: And, of course, there's always the classic Royal Rumble.

WHO'S NEW?

4 Sadly, you won't be hearing any bellows of 'Indeed' in *JBI* – Sho Funaki and his evil cohort TAKA Michinoku haven't made it onto the *Smackdown!* roster. Man-lady Chyna and dancing fools Too Cool are also missing – but don't fret, because they've been replaced by this lot...

WILLIAM REGAL

Blackpool lad Regal's gone from playing, um, a lumberjack to being the quintessential British toff and WWF commissioner. Sadly, his sidekick Taijiri seems to be absent – a secret character, possibly?

MOLLY HOLLY

The best female wrestler in the WWF – while Stephanie McMahon's restricted to her 'girlie slap' move, Molly's got the likes of the Russian Sambo Suplex and Diving Moonsault to play with.

RHYNO

Technically, Rhyno's now part of the WCW/ECW alliance. At the moment, his trademark finisher – the Gore – looks a bit, well, *crap*, frankly.

SPIKE

He's no longer known as 'Little' Spike, but the Dudley Boys' half-brother debuts. Oddly, his *Smackdown!* move's a normal Tornado DDT, with the Dudley Dog as a corner grapple.

RAVEN

The former Hardcore champion's best known for belting people about the head with cooking utensils, but his finisher – a DDT variation known as The Raven Effect – is one of the game's best.

HANDS-ON VERDICT

5 Although a lot of attention's been focused on *JBI*'s potential for outright carnage, it's not until you play it that you encounter subtle enhancements that make it feel more like 'proper' wrestling than ever before. It's now possible to set your opponent up for a power move with a hammerlock or front facelock – at which point your tag-partner can join in for a double-team move by tapping ◎. The reversal system's been improved, too – as well as blocking punches and kicks, it's possible to counter, say, an armlock into a Samoan Drop. The only problem at the moment's that the action can get a little bit confused – with eight people in a Lumberjack match, it's tricky to fight the person you want, and the refs are too easily put off. Still, that should be remedied if they sort the AI out.

You'll love it because...

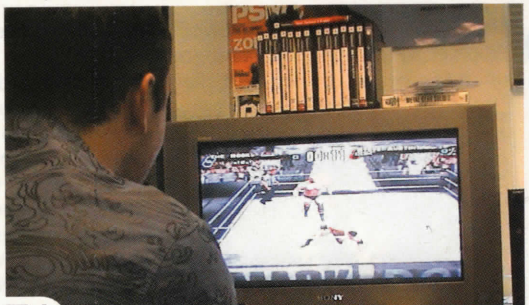
You like fighting, or wrestling, or simply watching people damage each other in outlandish and inventive ways.

You'll hate it because...

You're the sort of oaf that bleats, "But it's all *faked*". So are Jerry Bruckheimer films, you cheeky clown.

DVD ACTION

We've got an exclusive interview with one of the game's producers, who talks you through in-game action.



ORIGINALITY	★
HANDLING	★★★★
PRESENTATION	★★★★

SMACKDOWN! JUST BRING IT

INFO

- **DEVELOPER** Yuke's
- **PUBLISHER** THQ
- **GAME TYPE** Wrestling

ANTICIPATED FEATURES

- At least 35 wrestlers from the WWF roster.
- 78 different types of match, including TLC, Ladder, Cage and Hell In A Cell.
- Commentary provided by Michael Cole, Tazz and other guest stars.
- Career mode.
- Full wrestler intros.
- Create-A-Wrestler mode.

WHERE IT'S AT...

- The crowds and commentary are still being sorted, as is some of the object collision detection.

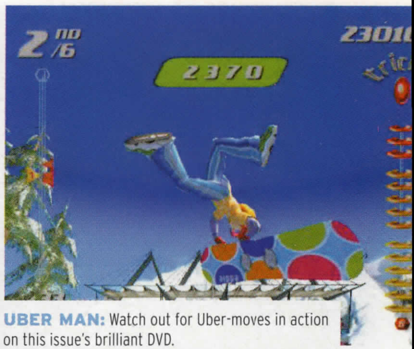
UBER THE RAINBOW: It's possible to combine Uber moves with more traditional flips.

UBER THE TOP

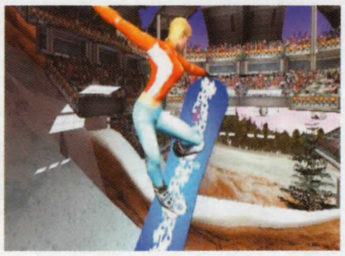
1 Producer Steven Rechtschaffner claims that: "Just like everything else in *SSX*, the Uber-moves are do-able, but not likely." Each character's got four – allegedly from the different extreme sports they're expert in.

1ST/6
1480
23010
tricky
39 mph
0:44.94

SPOT LUCK: To the best of our knowledge, this isn't a Street Luge move.



UBER MAN: Watch out for Uber-moves in action on this issue's brilliant DVD.



MUSIC TO WATCH GIRLS FLY: Run DMC's *It's Tricky* enters the mix when your boost bar fills up.

VIOLENT HILL: When everyone's this close together, a knockdown's never far away.

EXPECTED UK / NOVEMBER 23

SSX TRICKY

Anticipation doesn't usually bubble over into a torrent of madness here at PSM2. Until we played this...

EVERYTHING in *SSX Tricky* **is possible, apparently. Chat to the producers, and they'll quite happily speculate about the possibilities of building a real-life Tokyo Megaplex – at a cost, they reckon, of about $75 million.**

They even maintain – with straight faces – that it's theoretically plausible to do, for instance, a Switch Propeller. So that'll be getting twanged up into the air by a giant fan, unclipping your bindings and spinning your board round then, gents? We'll just play the game, thanks.

Anyway, for those who've joined us late, *SSX* is fantastic – it sold better than any other PS2 launch title, and the inevitable sequel's out at Christmas. So, will it be worth getting if – as is fairly likely – you've got the original? Well, even with a host of imitators trying to nick its lift pass, *Tricky* still stands out with the most intuitive control system and best course design in a PS2 snowboarding game. It's been designed as if the World Circuit's moved on a year, so riders have new looks and tricks, while the courses have undergone F1-style tinkering, with more short-cuts and off-piste action than ever.

Other touches make the action more dramatic, with bullet-time camera moments and some beautiful weather effects heightening the feel of skidding down a mountain to heart-stopping levels.

It's also being released on a DVD stuffed with extras – concept art, interviews with the designers and behind-the-scenes footage of the likes of David Arquette voice-capturing characters. So, yep, a worthy update – and almost infinitely preferable to shattering both knees attempting the real thing. **PSM2**

We'll have a full review next issue.

"SSX TRICKY'S BEEN DESIGNED AS IF THE WORLD CIRCUIT'S MOVED ON A YEAR"

PSM2 · UPDATE ·

MOBY SLICK: The cockney geezer's voiced by a British EA PR manager. What a lucky break.

2ND/6
970
10470
tricky
41 mph

FLASH AND GRAB: The red blob on the boost bar's spinning, so an Uber move's in the offing.

1ST/6
440
16120
tricky
51 mph

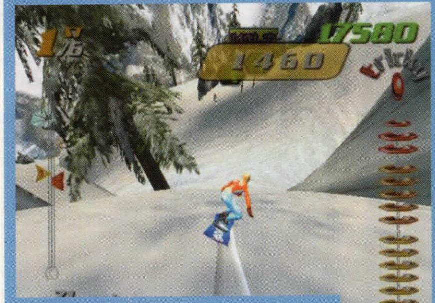
TRUE COLOURS: Your trick totals also come up in colours to show how you've done. Blue's rubbish

CAUTION
CHECK

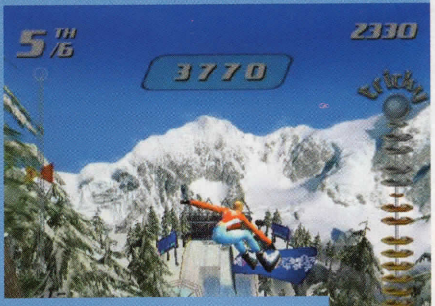
WATCH THE PAINTWORK: To conserve boost, jumps need to be more precise than ever.

GRIND EVERY MOUNTAIN

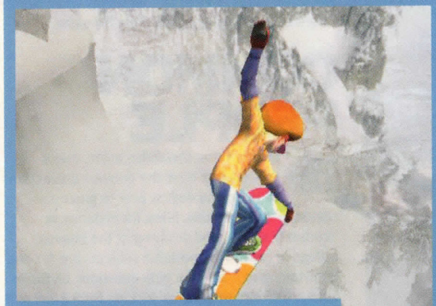
2 Planning to breeze through *Tricky* with your hard-won knowledge of the original's short-cuts and racing lines? You're in for a shock. The courses have undergone massive alterations – in Mesablanca, for instance, it's possible to cover nearly half of the course via an expanded version of the mine track. Tokyo's a nightmarish roller coaster stuffed with neon and flume grinds, and Merqury City's more vertigo-inducing than ever. The only level we *haven't* played in full is the staggering Pipedream 2 – Steven tells us that there's a 'surprise' at the bottom, but despite some under-handed sneakery and cajoling he refused to spoil the surprise for us.



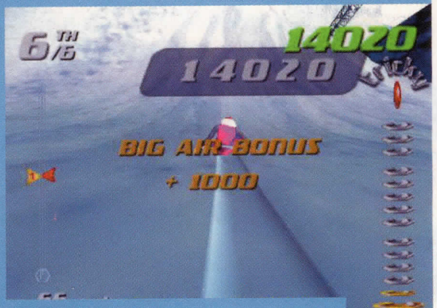
LAST DITCH: Snowdream's climatic trench run's been enhanced with bridges and ramps.



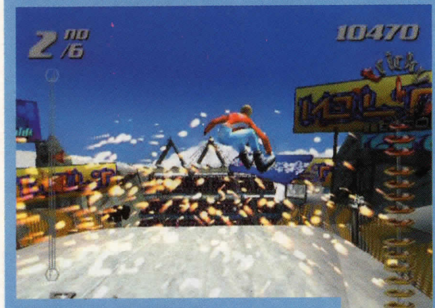
TAKE ME HIGHER: Getting a good rhythm through the ramps is crucial for massive air.



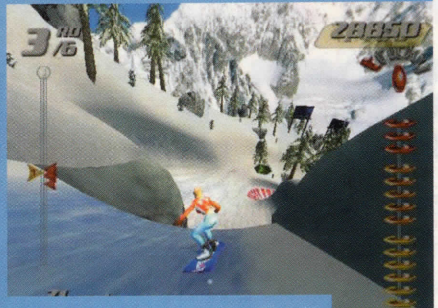
THRILLA IN THE MIST: Garibaldi features a daunting vertical drop through a dense fog bank.



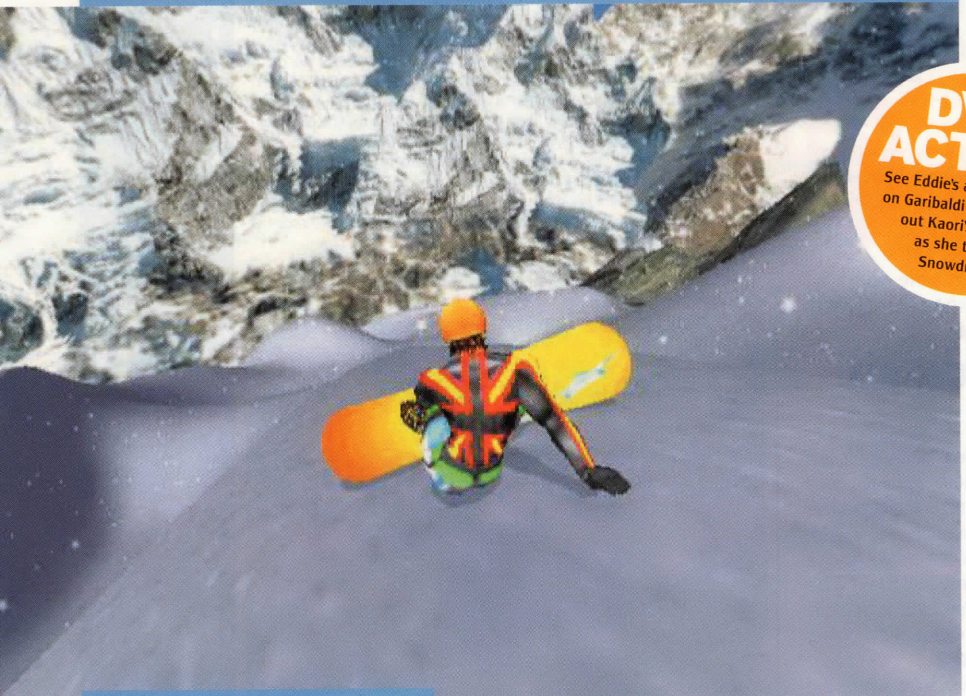
SNOW YOUR LIMITS: And in other bits, you'll end up buried waist-deep in snow. Hit the boost.



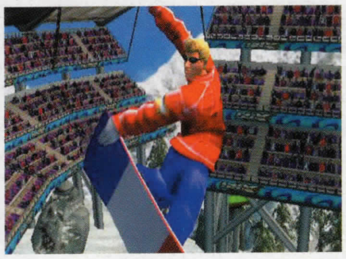
GUY FAWKES FLIGHT: Expect more of those particle physics as you take big jumps.



TICKET TO SLIDE: Short-cuts are filled with treacherously icy sections...



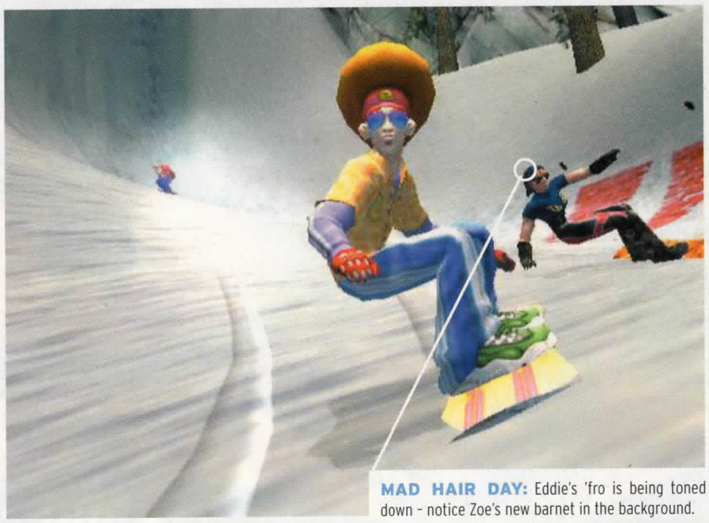
GO BUMP IN THE WHITE: Untracked now features a bouncy mogul run.



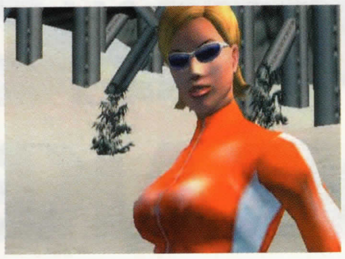
DOPE ON A SLOPE: JP cements his N'Sync status by doing a little dance on the selection screen.

GETTING TO SNOW YOU

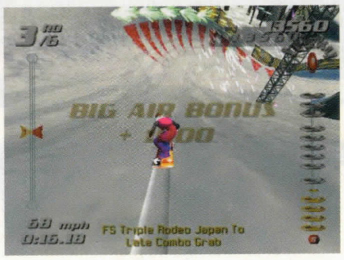
3 The new boarders are an eclectic bunch – Brodi's a faux-mystical surf-berk voiced by the irrepressibly caddish Billy Zane; Seeiah's an ex-rollerblader with the voice of Macy Gray and the head of Duncan Goodhew; Luther-Dwayne's, well, a fat Texan biker. They've all got their own friends and enemies – Elise hates Marisol, for instance, but Kaori's quite friendly to everyone.



MAD HAIR DAY: Eddie's 'fro is being toned down - notice Zoe's new barnet in the background.



SNOW QUEEN: Elise looks streamlined and mean - but can she compete with Marisol?



NOT IF I SEEIAH FIRST: Apparently, the gravel-voiced one's 'bringing soul to the slopes'. Pfft.

HANDS-ON VERDICT

4 If you're used to boosting routinely, stop it now. Your Adrenaline bar needs to be brimming to pull off Uber tricks, so you can only afford a quick prod on ◎ in the run up to each jump. The tricks themselves are suitably instinctive – like tweaks, they're activated by pressing ◎ during a grab, although the timing needs to be *slightly* more precise. Grinds seem slightly easier to balance – a necessity for the longer rails. The character relationships work nicely, too – there's the genuine sense that you're racing against half-a-dozen competitive individuals, rather than a squad of lifeless drones. Problems? The noticeable emphasis on Showoff mode won't suit everyone – and we'd have liked to see other boarders competing at the same time, as in the ferociously competitive two-player mode.

You'll love it because...
It's *SSX*, dammit. Only better.

You'll hate it because...
You've got a very bleak outlook on life. Or you're Shaun Palmer.

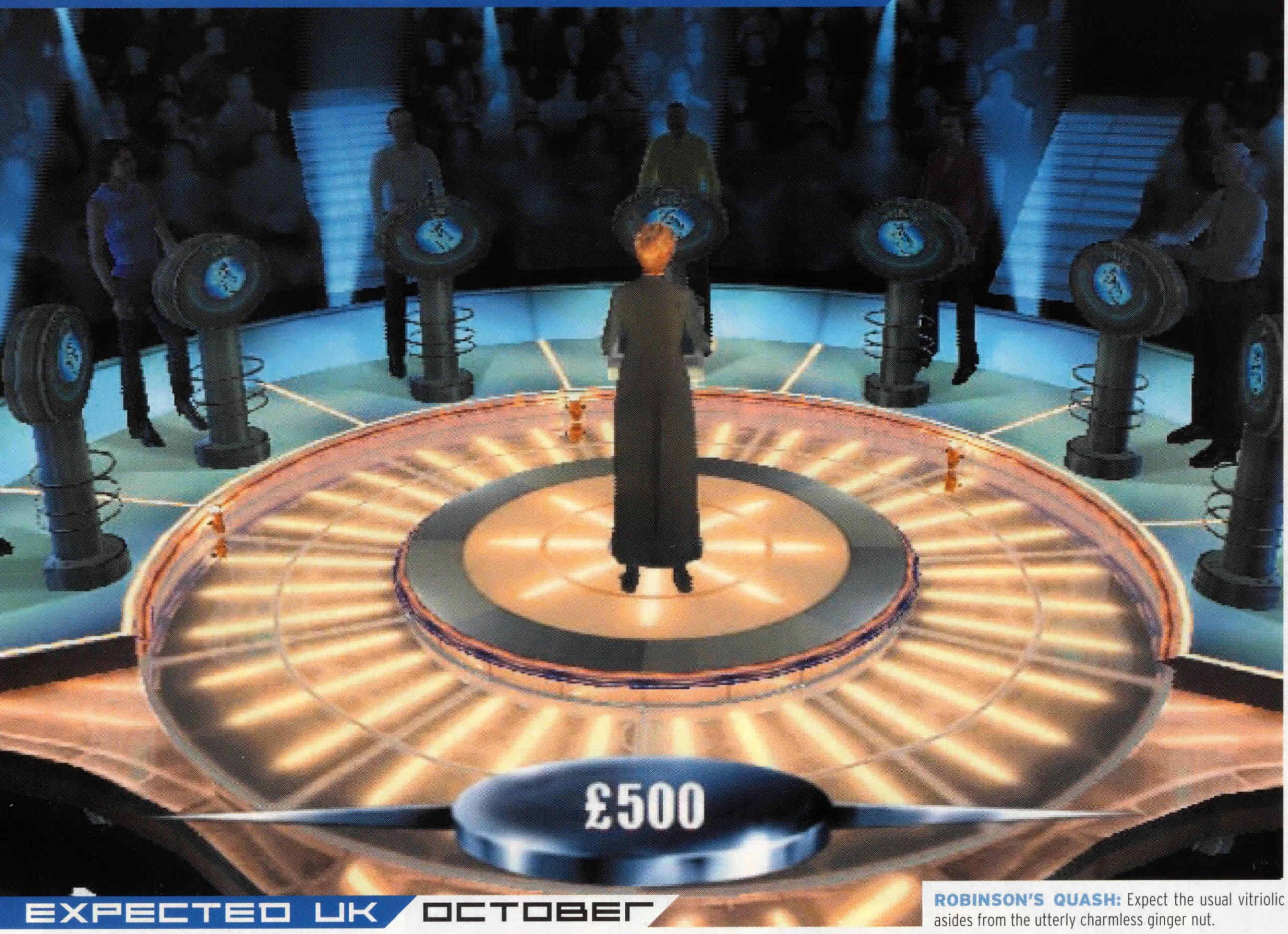
DVD ACTION
See Eddie's afro in action on Garibaldi – and check out Kaori's mittens as she tackles Snowdream.

ORIGINALITY ★★
HANDLING ★★★★★
PRESENTATION ★★★★★

INFO
- **DEVELOPER**
  EA Canada
- **PUBLISHER**
  EA
- **GAME TYPE**
  Snowboarding

ANTICIPATED FEATURES
- Two new courses, as well as huge alterations to the existing ones.
- 12 boarders in total – cheerio, Hiro and Jurgen.
- New Uber tricks complementing an enhanced combo system.
- New character relationships and cut-scenes.

WHERE IT'S AT...
- Pipedream 2 isn't finished yet, and the clipping's still being sorted out. The team are also busy editing the DVD extras right now. But it's still on course for November.



ROBINSON'S QUASH: Expect the usual vitriolic asides from the utterly charmless ginger nut.

EXPECTED UK / OCTOBER

THE WEAKEST LINK

Albert Wesker? *Pah!* Heihachi Mishima? *Feeble!* M Bison? *Wimp!* Prepare for a videogame nasty you're *really* going to love to hate.

PSM2 FIRST PLAY

IT WAS inevitable, really. After the runaway success of the last game based on a quiz show full of dramatic music and moody, blue-lit sets, it was obvious that The Weakest Link would come in for similar treatment. From here on, we'll be seeing game adaptations of Dog Eat Dog, The People Vs and so on, until the games industry collapses into a spiral of shitty TV adaptations. Or perhaps not.

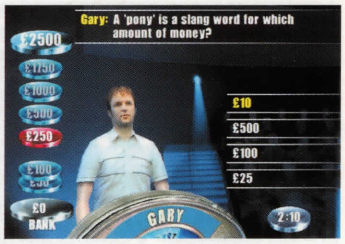
The thing is, where *Who Wants To Be A Millionaire* looked like a glorified pub-quiz machine, *TWL*'s paced well enough to work as a game, and it's got a vaguely next-gen feel to it. Instead of representing yourself, you choose from a nicely modelled set of portly executives and arrogant students. Each has their own specialist subjects and responses showing whether they're hesitant or decisive about the questions they're given. Some are insufferably smug, others are disturbingly stupid and there's a certain vicious pleasure in seeing them cull each other – just like the show, then. The ginger termagant's been recreated in all her thin-lipped glory, through a combination of video clips and 3D modelling. Virtual Anne quizzes the contestants on their voting preferences, taunts them for stupid mistakes, and generally inspires just the same hatred as her real-life counterpart. Every element of the show's in place, from the announcer intoning 'This round, *Peter* was the strongest link' to the Walk of Shame, complete with bitter/regretful commentary from whoever's been voted off.

"THE GINGER TERMAGANT'S BEEN RECREATED IN ALL HER THIN-LIPPED GLORY"

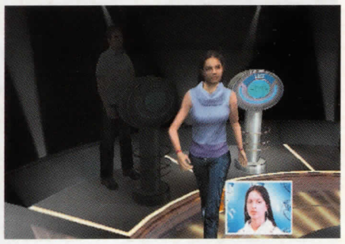
Millionaire might have been a hit last Christmas, but its appeal was undeniably short-lived – the repetitive questions and absence of a sim Tarrant smacked of laziness, and it was too slow to be any real fun. *TWL*'s set to do just as well, and it actually works as a rather spiteful multi-player game. Goodbye. **PSM2**

The Weakest Link'll be withering egos nationwide from the end of October.

DVD ACTION
Test your knowledge with the acid-tongued Robinson chucking her weight around. We also show you the head-to-head...


Gary: A 'pony' is a slang word for which amount of money?

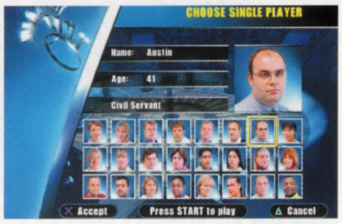
CASH FOR QUESTIONS: You'll only have a few seconds to press ⊡ and bank your team's money.



SHAME OLD STORY: Contestants voted out are subjected to a humiliating exit from the game.

COMMON PEOPLE

1 *Battle Arena Toshinden* aside, *TWL*'s contestants have the dubious distinction of being the dullest ever to grace a character select screen. Jules, for instance, is 'fearlessly stylish, and studying at the hippest college in town'. His specialist subjects are Art and Entertainment – so, if he gets questions on those wrong, he'll endure a verbal kicking from Anne and probably get voted straight off. The plank.


CHOOSE SINGLE PLAYER
Name: Austin
Age: 41
Civil Servant

AUSTIN, TAKES ARSE: Fancy yourself as a tubby civil servant? The characters are very diverse.

HANDS-ON VERDICT

2 Well, you don't win any money, but at least you've got the gnawing shame of being voted out in the first round to fuel those competitive instincts. With up to seven players on the same joypad (no MultiTap support, of course – tch), *TWL* seems like a perfect party game, even if it involves someone sulking in the corner for the duration. The control system's a *bit* confusing – you're given a multiple-choice selection of initials, and for 'The Longest Day' you'd pick 'T' rather than 'L' – but apart from that, it captures the (mean) spirit of the show admirably. Our only real reservation's the price – at the currently-planned forty quid, it's hardly going to be an impulse buy.

You'll love it because...
It's the ideal game to play against distant relatives in a turkey-stuffed, brandy-sodden stupor.

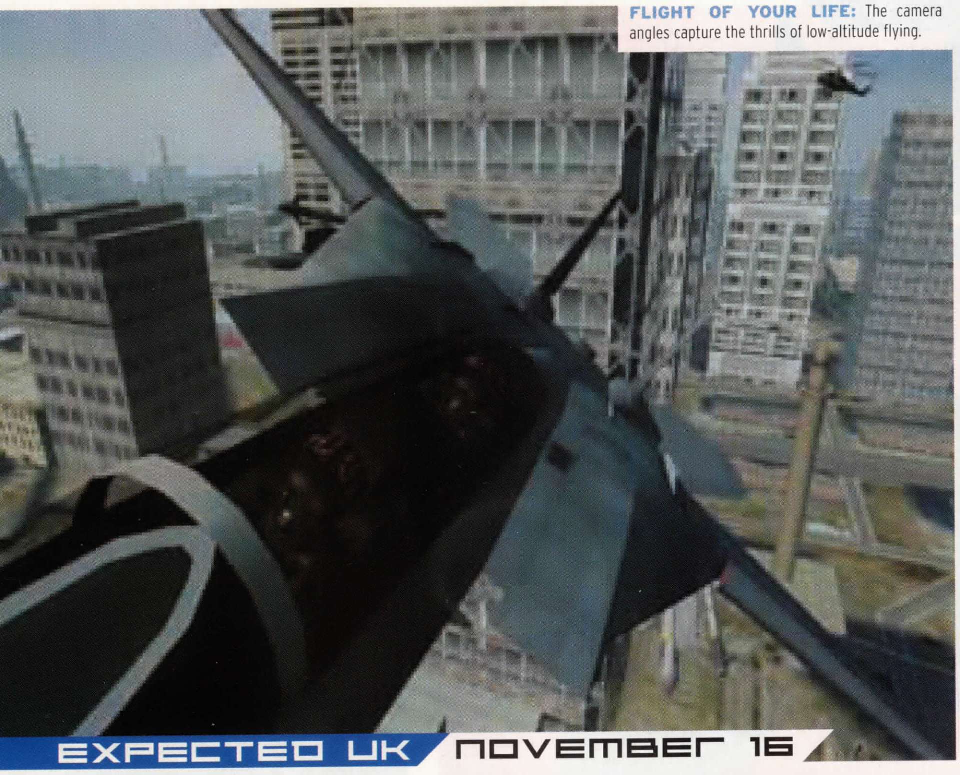
You'll hate it because...
The appeal of being insulted by Anne Robinson quickly wanes when you're alone in your flat.

ORIGINALITY	★
HANDLING	★★★
PRESENTATION	★★★

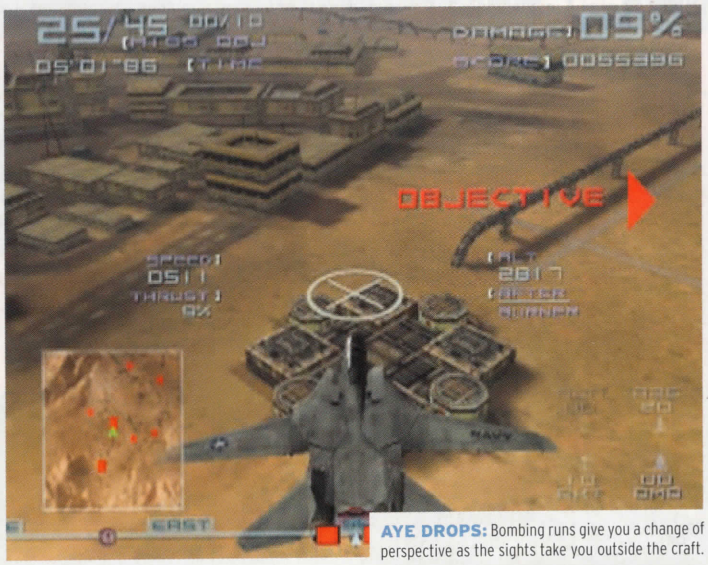
INFO
- **DEVELOPER**
  Activision
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Puzzle

ANTICIPATED FEATURES
- 100,000 questions. That's 99,000 more than *Who Wants To Be A Millionaire*.
- 24 characters, each with their own voice and personality quirks.
- Up to seven players.
- Championship mode – a knock-out competition where the prize money goes up to £1,000,000.
- Interactive Anne Robinson. Brrr.

WHERE IT'S AT...
- One or two minor bugs aside, everything seems to be in place.



FLIGHT OF YOUR LIFE: The camera angles capture the thrills of low-altitude flying.



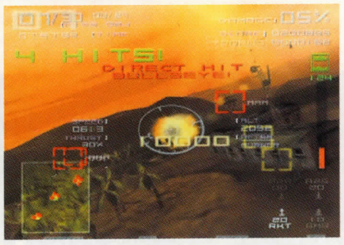
AYE DROPS: Bombing runs give you a change of perspective as the sights take you outside the craft.

EXPECTED UK / NOVEMBER 16

TOP GUN: COMBAT ZONES

Take our breath aaa-*waaaayyyy*... The only thing this has in common with the film is the title... oh, and the missiled-to-the-hilt jets.

PSM2 FIRST PLAY



BADDA BOOM: Get it right and your HUD lights up with information and a score of arcade proportions.

TAKE Tony Scott's tobacco-filtered '86 flick, rip out Maverick, Viper, Iceman and, erm... Goose, and what have you got? Stoopid fast planes trying to shaft each other out of the sky with missiles. Hold up, that sounds like a great idea for a game...

Unlike Namco's *Ace Combat* series, Digital Integration's take on aerial warfare ditches excessive dogfighting in favour of blistering, low-level air-to-ground combat.

> **"CANYONS PLUMMET BENEATH YOU AND CITIES SQUAT AMONG THE LOWLANDS WITH VIRTUALLY NO SIGNS OF POP-UP"**

So far, the most impressive aspect has to be the huge and incredibly well realised levels. Canyons plummet beneath you, cities squat among the lowlands, and although things do get a bit misty eyed towards the horizon, there's virtually no sign of pop-up as you hit the afterburners and scream in and out of the scenery.

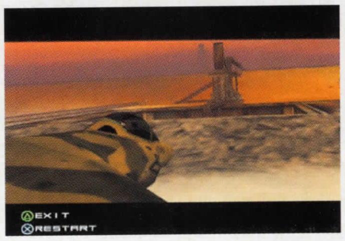
Also on offer is a decent balance of arcade handling and tricky realism – your altimeter never allows you too far away from the ground, so there's little danger of losing yourself in the blue void. It's a combination that guarantees pick-up-and-play ease along with a challenging difficulty curve.

The only thing that's got us twitching is the fact that this may well be a one-trick pony that'll struggle against *Thunderhawk* and *Dropship*, both of which offer decent variations in weapons and mission structure. But, as far as straight combat flight sims go, this'll have the benefit of standing alone on the shelves for a good few months to come. **PSM2**

We'll be reviewing Top Gun: Combat Zones *next issue.*

FLY-BY SHOOTING

1 We managed to open up all eight of the birds in the game, but were slightly disappointed that – apart from top speeds – there's precious little to set them apart in the realms of handling.



HARRIER KIRI: Although you can use the air brakes to slow the Harrier down, there's no VTOL option.

EXIT
RESTART

BUZZIN' ME: The F/A-18 Hornet - swing-wing action and a belly full o' bombs. I feel the *need*...

DVD ACTION

Slam in the DVD and strap up – you can experience the mach three thrills for yourself on this issue's demo disc.

HANDS-ON VERDICT

2 Tough and slap-happy in the same breath, and yet still housing a few hidden pitfalls that had us pounding the pad in frustration. Occasional slowdown we can forgive, but the main flaw at the moment is the level of mission difficulty matched against duration. It's that classic scenario of playing for five minutes straight only to end up in a heap seconds before 'mission success' flashes up. Some may see this as a cue to try harder, others as an exercise in littering the street below with shattered peripherals.

There's still a lot to like here – non-stop action, a sense of real challenge, but we'll just have to see if there's enough to outweigh the stuff that makes you want to give it all up and head back to base for a cool beer with Goose and the boys.

You'll love it because...

There's something inherently cool about flying in low from the coast and letting rip with a wing full of hi-tech weaponry.

You'll hate it because...

The eighth time you're forced to replay the same mission you'll wonder if it's really worth it.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

TOP GUN

INFO

- **DEVELOPER**
  Digital Integration
- **PUBLISHER**
  Virgin Interactive
- **GAME TYPE**
  Arcade Flight Sim

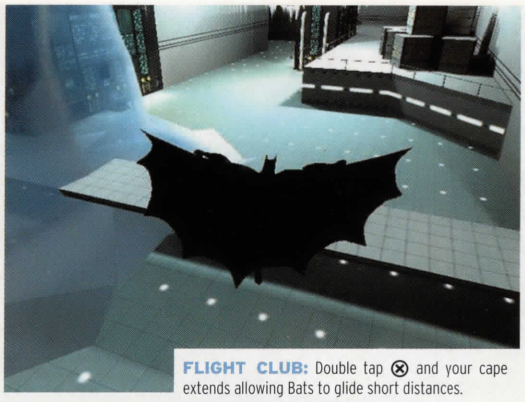
ANTICIPATED FEATURES

- Eight attack craft to pilot, all with different specifications, handling and armaments.
- Three 'eras' containing a total of 21 missions.
- Three difficulty settings to crank up that old replay value.

WHERE IT'S AT...

- We're currently playing a well advanced preview build. It just needs a few relatively minor nips and tucks before it's ready to burn down your local high street.

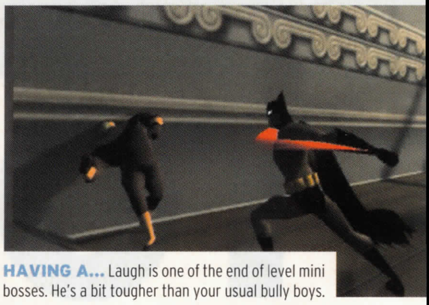
WAYNE'S WORLD: Upstanding pillar of the community or blood thirsty vigilante? You decide.



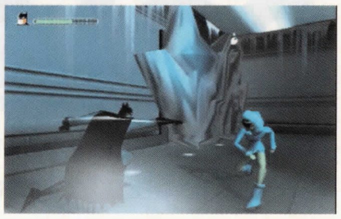
FLIGHT CLUB: Double tap ⊗ and your cape extends allowing Bats to glide short distances.

KAPOW! ZAP! OOMPH!

1 Using ⊗ to kick, ▢ to punch and ◎ to block you can come up with some pretty complex moves during hand-to-hand combat. And you'll need them all, plus the various combos available, to take the gathered goons out once and for all. They're smart, you see. Smart enough to block your attacks and hard enough to break bones when they retaliate.



HAVING A... Laugh is one of the end of level mini bosses. He's a bit tougher than your usual bully boys.



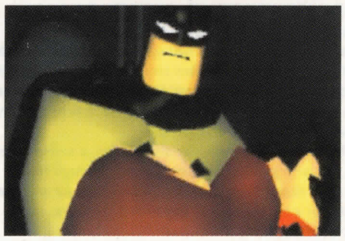
HOODED CLAW: They've all got guns and you haven't. So, the first objective is to disarm them.

EXPECTED UK / NOVEMBER

BATMAN VENGEANCE

Holy doughnuts! The caped crusader's fight with the painted evil boys of Gotham City spills onto PS2. And, for once, it's a Batman game with real style...

PSM2 FIRST PLAY



CAPE FEAR: The game starts with Batman rescuing a mysterious woman from one of Joker's bombs.

OK, LET'S not beat about the batbush – games starring the Dark Knight, to date, have been pretty trashy. They've yet to live up to what we expect from the mixed-up millionaire vigilante, preferring to languish in the squalor of the jaded platformer and half-arsed arcade adventure.

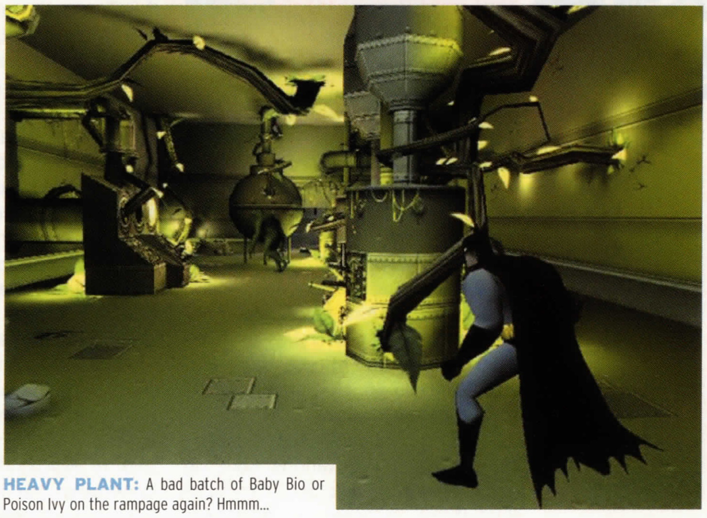
"THE SOLID ANIMATION ROUTINES OF BATMAN HIMSELF ARE DETAILED IN THE EXTREME"

Just cast your minds back to *Batman and Robin* on PSone if you're in any doubt. It's a crying shame – Brucie boy's an incredibly versatile character, spawning such graphic novel classics as Year One, Killing Joke and Batman Vs Dredd, as well as a sharp, stylish Warner Bros cartoon series and films.

Finally the situation could change. Warner's dark vision's being brought to life on PS2 through the power of *Rayman* creators Ubi Soft.

We've spent some days now in the company of near-finished code, and can confirm that it's incredibly faithful to the look and mood of the cartoon – even down to the game's credits appearing on-screen while you play through the first level.

The environments contain miles of impressive architecture – from gothic towers to sinister derelict factories – while the solid animation routines of Batman himself are detailed in the extreme. Get into a scrap and you can't help but be impressed at the way he takes the opposition down, his cape flapping like a living entity behind him thanks to its own AI routine. You really feel like you're in a living cartoon-world.



HEAVY PLANT: A bad batch of Baby Bio or Poison Ivy on the rampage again? Hmmm...

Surprisingly, Ubi Soft are aiming this at a more mature gamer – the kind that'll appreciate the subtle storytelling and stylised visuals. We think it'll appeal to a much wider audience – the gameplay itself isn't too demanding, being a combination of straightforward puzzle-solving, fighting and platform-jumping. There's even a training level (actually the second mission in the game), where Alfred instructs you how to get the most from your bat-tackle.

It all adds up to a tidy package of engrossing action-adventure and high production value. **PSM2**

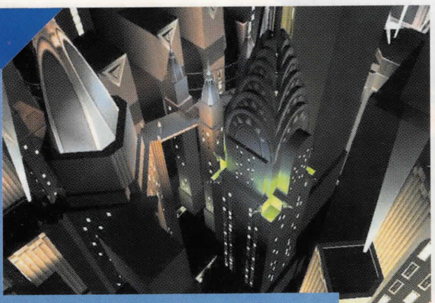
Vengeance's *gliding across the rooftops en-route to review...*

BATMAN VENGEANCE

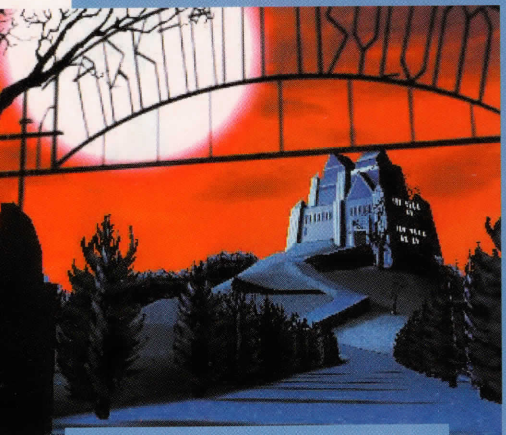
"YOU REALLY FEEL LIKE YOU'RE IN A LIVING CARTOON-WORLD"

CITY FRIGHTS

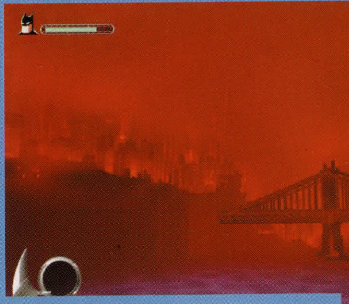
2 Gotham, as its name suggests, makes the darkest parts of any modern metropolis look like a kids' playground. Ubi Soft's realisation of Warner's vision is all imposing towers, huge stone gargoyles and a sky stained the colour of blood. The old place looks fantastic when you catch a glimpse of it in the awesome cut-scenes.



HIGH PRESSURE: A lot of action takes place on the rooftops, so you have to watch your step.



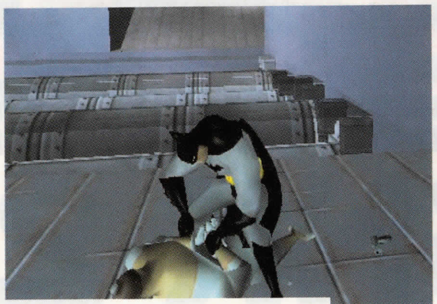
MAD, MAD, MAD, MAD WORLD: Gotham's guest house for the criminally insane is beautifully conceived.



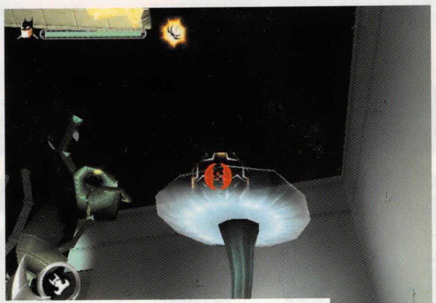
PAINT THE TOWN: Just look at it. Who, in their right mind, would want to come and live here?

BRUCEY BONUS

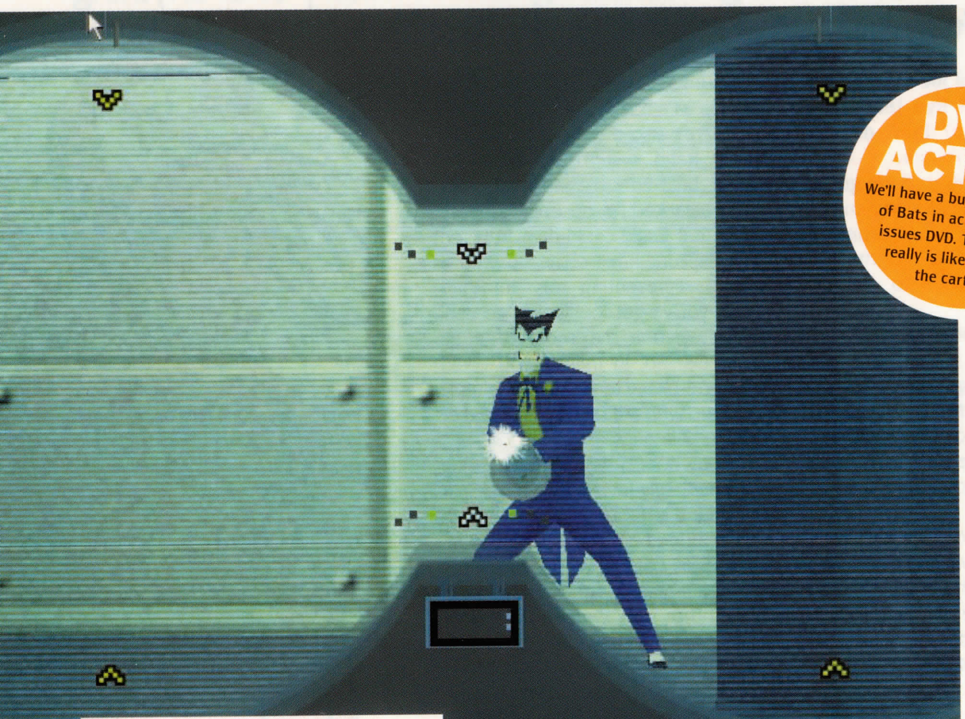
2 It just wouldn't be Batman without all those cool gadgets to impress the ladies with. Slip into first-person mode by tapping R2 and you get instant access to your mobile crime fighting kit. Batarangs, batcuffs, batgrapples… everything a rubber-clad vigilante could ever wish for. It's just unfortunate that you're sometimes limited to where and when you can use the stuff. Notice that when you use some pieces of bat-tat, the camera switches from a third-person to a first-person view. Handy for aiming, but a bugger when the enemies – who come looking for you – creep up behind.



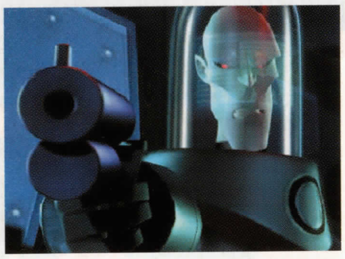
BOUND TO BE BAD: Restrain unconscious villains by hitting △ and using your batcuffs.



BATTY THE GRAPPLER: You can only use your batgrapple when your sights turn red.



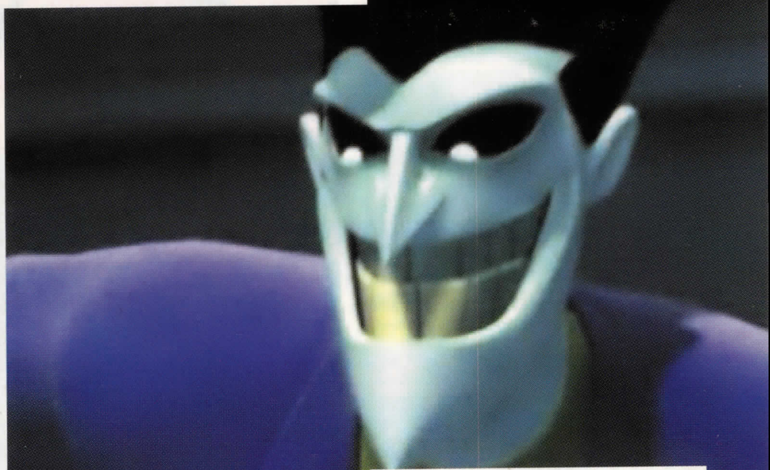
BATSCOPOPHILIA: Great for getting a good view of your nemesis. But it doesn't work in the dark.



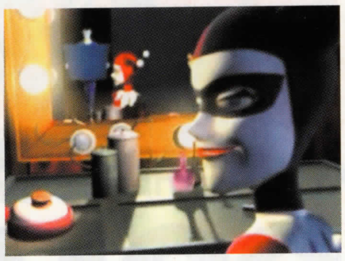
ICE POP: Mr Freeze – looking a little unlike Arnie's portrayal. You'll chase him in a flying level.

NECESSARY EVIL

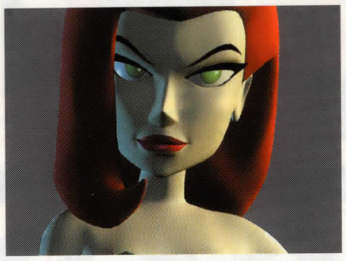
3 Where would you be without the odd evil genius plotting to take over the city? Loafing around in your jacuzzi with Alfred and Batgirl, probably. So be thankful that Gotham's nut-jobs are up for making your life hell in anyway they can. You'll have to face the camp likes of The Joker, Poison Ivy and Mr Freeze if you're to save the city…



KING OF COMEDY: Mark Hamill provides Joker's twisted squeals in the series *and* the game.



JESTER SIMPLE GIRL: Harley Quinn. Joker's sidekick does a nice line in fairground mallets.



ITCHY AND SCRATCHY: Poison Ivy, aka Pamela Isley, turns horticulture into a deadly art.

HANDS-ON VERDICT

5 At the moment the first few levels of *Batman Vengeance* are way too dark. So dark that we were screaming out for the powers of sonar or at the very least a bat-torch. Now, don't get us wrong, dark can be good – just look at *Silent Hill 2* or *Twisted Metal: Black* – but when it actively results in you getting lost, or plummeting to your doom for the hundredth time, it's nothing but evil. Another irritant is the fact that, despite being surrounded by structures, you're only ever given one point to grapple onto at a time.

Having said that, the further you get into the story the better things get and once the later levels start to brighten, you really begin to get drawn into the game-world. Let's just hope that there's enough to grab you in the finished version to guarantee that this isn't another Batman that falls short of the mark.

You'll love it because…

It's the Dark Knight, the Caped Crusader… the only man to ever beat Superman. It's the best looking Batman game yet.

You'll hate it because…

The pervading darkness of the early levels will fill you with loathing.

DVD ACTION

We'll have a bumper selection of Bats in action on next issues DVD. Trust us – it really is like watching the cartoon.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

INFO

- **DEVELOPER**
  Ubi Soft
- **PUBLISHER**
  Ubi Soft
  GAME TYPE
- Action
  Adventure

ANTICIPATED FEATURES

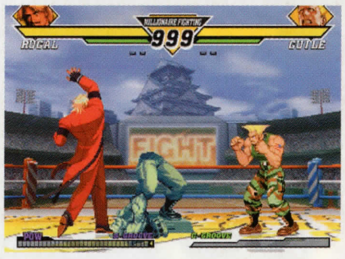
- 22 levels stretching across Gotham.
- The voice talents from the cartoon series, including: Mark Hamill as The Joker and Kevin Conroy.
- Batarangs, batgrapples, explosive charges and batcuffs.

WHERE IT'S AT…

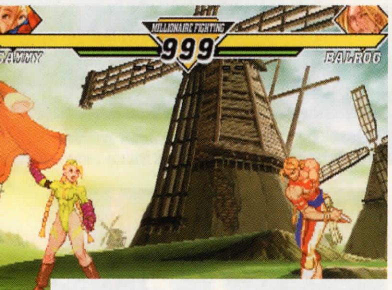
Still needs some tarting-up here and there, but looking good to hit its November launch window.

FIGHTING TALK

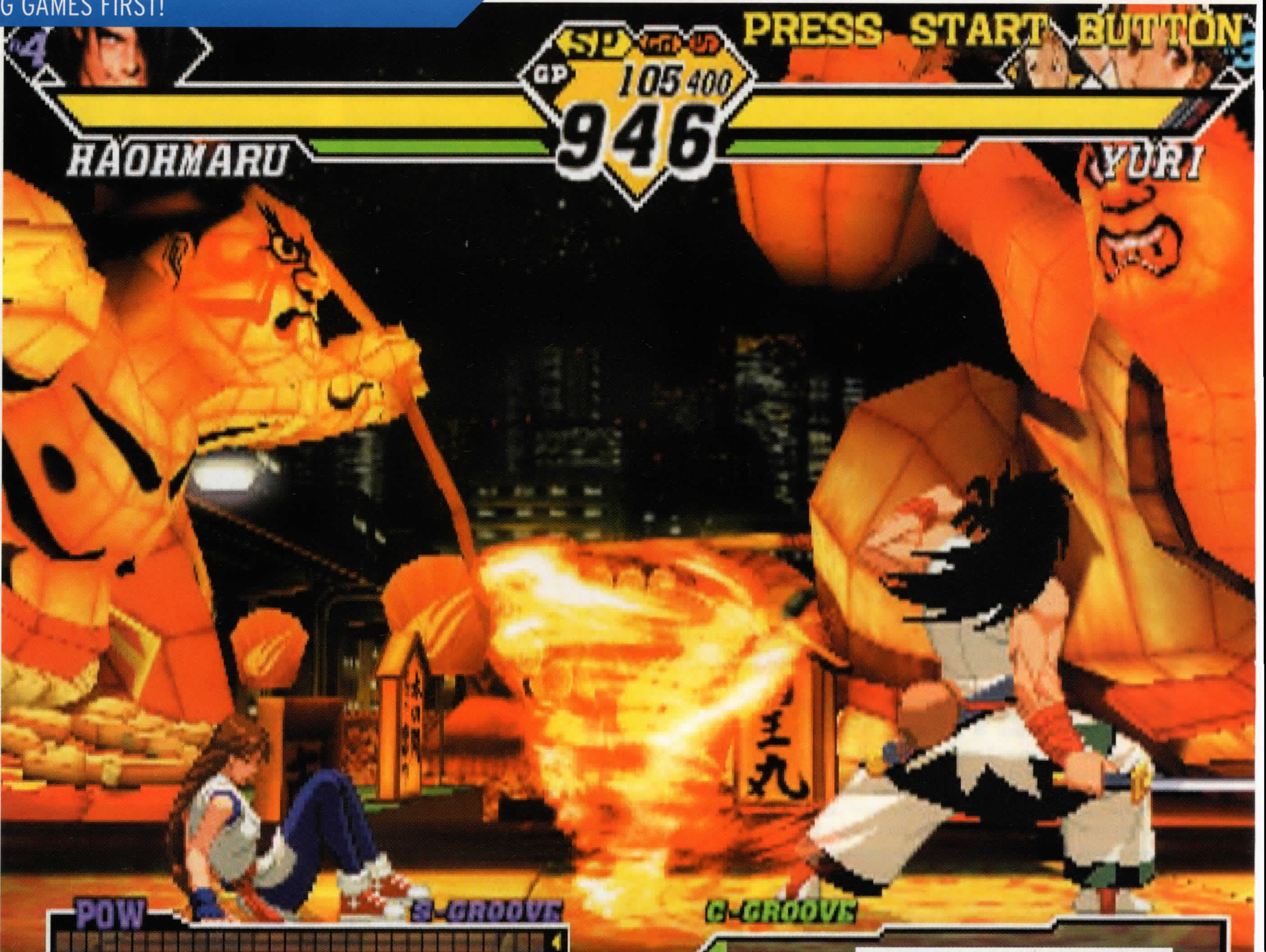
1 Chances are, you'll remember Zangief's fondness for cossack dancing and Blanka's real name – but who's who in the world of *SNK*? Handily, the game provides helpful hints via the pre-fight taunting – the fighters have different responses depending on whether they like their opposite numbers or not. It's mostly in Japanese at the moment, but you can get the gist from their actions...



TAKING LIBERTIES: Rugal destroys this rather fetching statue of the quiffed one. But why's it *there*?



I'LL GET ME COAT: Vega's always got a bow for the ladies and a sneer for the chaps. Cretin.



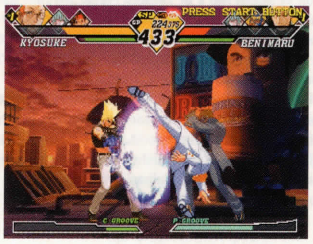
FIRST SAMURAI: Veterans'll remember Haohmaru from the classic *Samurai Showdown*.

EXPECTED UK NOVEMBER

CAPCOM VS SNK 2

Two ageing franchises – one titanic team-up. But can the mightiest 2D fighters in history offer anything new, or does it look like *Virtua Fighter* and *Tekken* will be shaking it down for dinner money...

PSM2 FIRST PLAY



COMBAT FROCKS: SNK characters look a bit more Japanese in style than the Street Fighters.

SOME conflicts demand instant resolution. A couple of years ago, Marvel and DC finally let Batman face off against The Punisher. The Rock's currently leading the charge against rival wrestling federation WCW. Now, with *Capcom vs SNK 2*, it's almost as if someone's reached into our brains, pulled out our childhood-argument glands, and stuffed the result into a PS2 game. Who'd win out of Ken and Terry Bogard? Could Joe Higashi beat Vega? What if Evil Ryu teamed up with Geese Howard? Don't deny it. You want to know. You *do*.

To start with, then, you've got 44 characters from the two companies – although SNK are now technically bankrupt, Capcom pilfered most of their best programmers to work on the game.

The Capcom side's largely made up of characters from the *Street Fighter Alpha* games, with a *Darkstalker* or two thrown in. The SNK collection's more eclectic – most of their characters have already appeared in the all-encompassing *King of Fighters* series, but veteran scrappers'll notice representatives of *Samurai Showdown* and *Fatal Fury* scowling away on the options screen. Unfortunately, there are some bizarre omissions – waddling circus fatty Raiden's in there at the expense of Andy Bogard, and Billy Kane only pops up as a background animation.

There's also the peculiar addition of the Ratio system. As everyone knows, beat-em-up characters aren't *really* balanced – no-one honestly thinks that Eagle could beat M Bison – so Capcom have come up with a way of representing this. In Ratio mode, you've got four points to deal out between a maximum of three characters. So, in theory, you could have one character who's absolutely nails, two who are slightly less hard or three terrible ones.

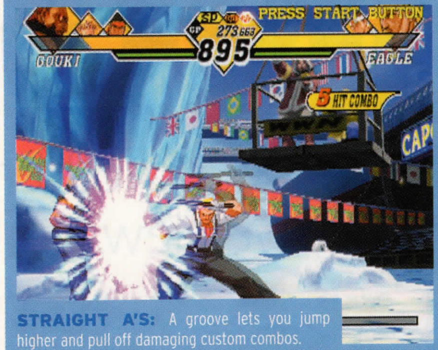
To be honest, you're either going to immediately love *Capcom Vs SNK 2* or hound it through the streets with a nail-studded bat. It's huge in Japan, where SNK have a faithful following, but there's already controversy in the PSM2 office over whether it's a lazy cash-in or a fan-boy classic. If you're after a playable game, it's one of the best – but if you want mate-wowing eye candy, look elsewhere... **PSM2**

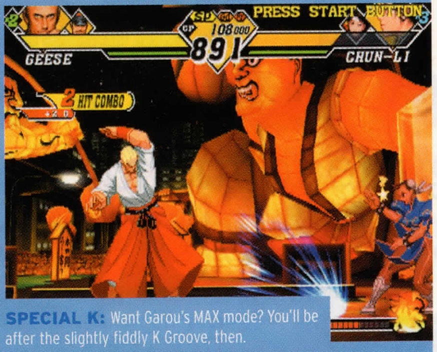
The titanic struggle kicks off in early November.

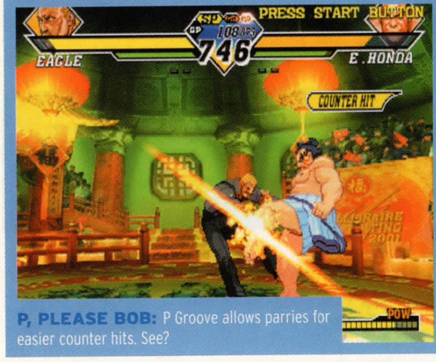
"YOU'RE EITHER GOING TO LOVE IT... OR HOUND IT THROUGH THE STREETS WITH A BAT"

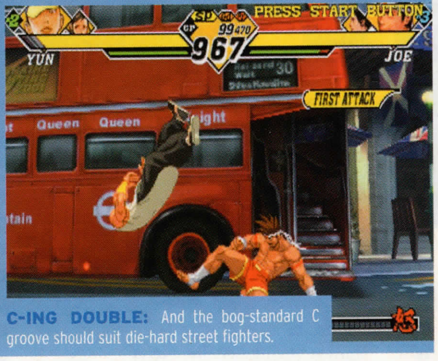
GROOVE ARMADA

2 *Everyone's* played *Street Fighter 2*, but what if you've ignored the latest editions, with their Level 3 Combos and Super Cancels? Or what if your favourite beat-em-up's obscure classic, *Garou: Mark Of The Wolves*, and you want to play as Rock Bogard? Fear not. Thanks to six different fighting 'grooves', everyone's catered for. 'C' and 'S' are the Capcom/SNK standards, but it's also possible to play with Parries (P Groove), Custom Combos (um... A Groove) or the 'Max' settings from *Samurai Showdown* (that'd be K). Confused? Look below.


STRAIGHT A'S: A groove lets you jump higher and pull off damaging custom combos.

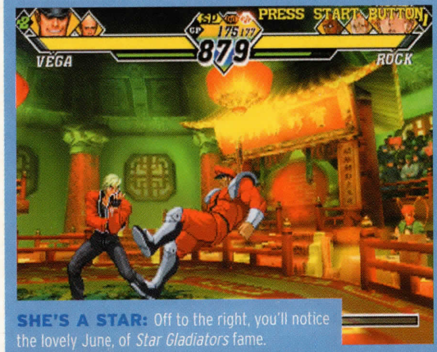

SPECIAL K: Want Garou's MAX mode? You'll be after the slightly fiddly K Groove, then.

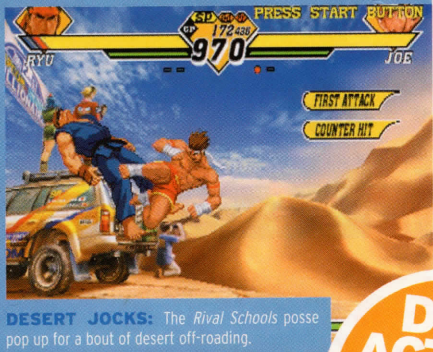

P, PLEASE BOB: P Groove allows parries for easier counter hits. See?

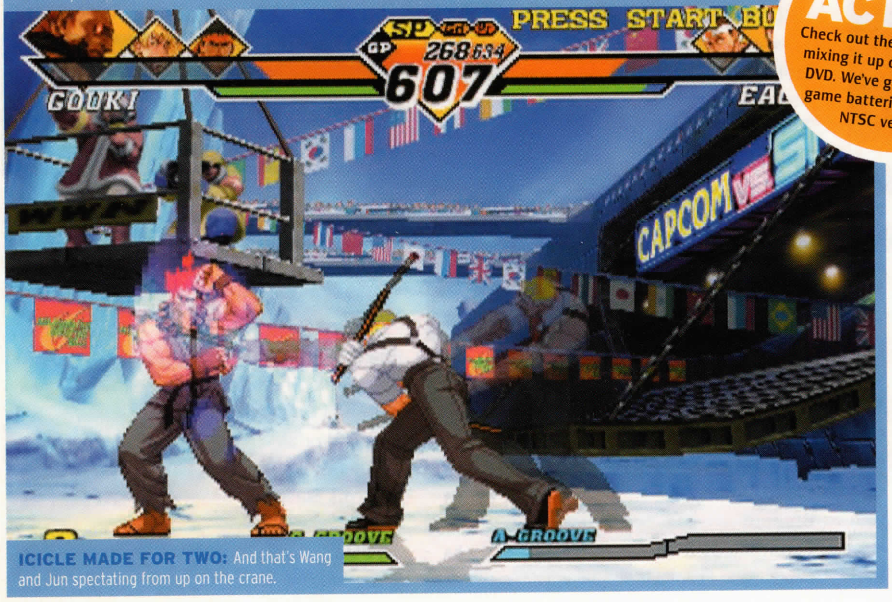

C-ING DOUBLE: And the bog-standard C groove should suit die-hard street fighters.

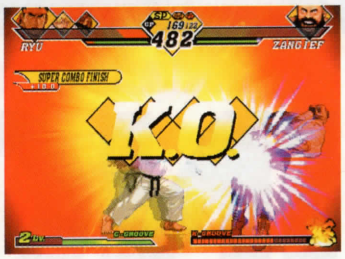
CHARACTER REFERENCES

4 With about a dozen games represented, Capcom and SNK haven't been able to squeeze in as many characters as PSM2 would ideally liked to have seen. Yep, 44 does sound a significant number, but classic *Alpha* characters Guy and Sodom are missing, as are *Marvel Vs Capcom* favourites like Jill Valentine and the infamous blade-wielder Strider Hiryu. Try not to get too distraught, though – the chances are your favourite brawler makes a guest appearance in one of the stage backgrounds...


SHE'S A STAR: Off to the right, you'll notice the lovely June, of *Star Gladiators* fame.

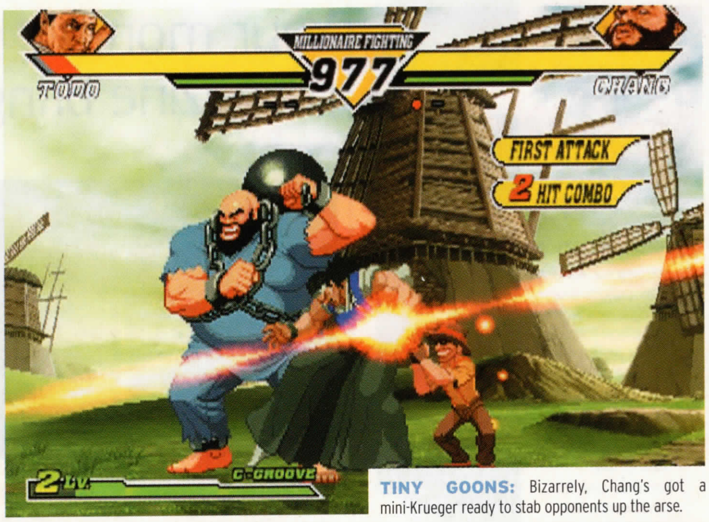

DESERT JOCKS: The *Rival Schools* posse pop up for a bout of desert off-roading.

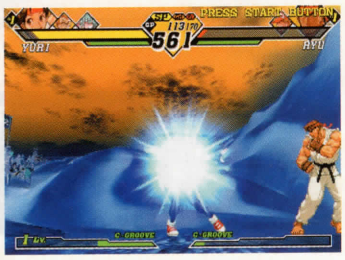

ICICLE MADE FOR TWO: And that's Wang and Jun spectating from up on the crane.

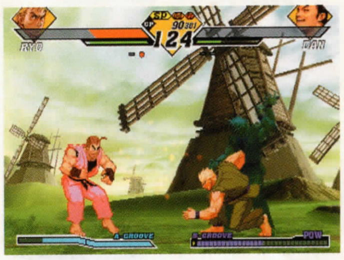

END OF THE AFFRAY: Ryu's got the bog-standard shinkuu-hadoken. Does the job, mind.

COMBO AS YOU ARE

3 It's like the proliferation of nuclear weapons – as soon as one beat-em-up includes a super move, the others all have to put in a more spectacular one, and before you know it the screen's engulfed in shimmering light every time you twirl the stick. Everyone's seen *Street Fighter*'s Super Combos, but it's also possible – depending on your 'Groove' – to create your own customised flurry of punches, slaps and headbutts.


TINY GOONS: Bizarrely, Chang's got a mini-Krueger ready to stab opponents up the arse.


GLOW BUDDY, GLOW: Of course, there's always a burst of light to warn your opponent.


CUSTOMS AND EXERCISE: Custom combos end when you're hit, but you leap like a chimp until then.

HANDS-ON VERDICT

5 Nostalgia fans rejoice – every character's been recreated almost exactly as they appeared in the last instalment of whatever franchise they've been ripped from. Unfortunately for everyone else, that means most of them look like they've been made of Lego bricks, and the jarring disparities in character design style can be retina-grating at times. Anyone who's played *Marvel Vs Capcom 2* will miss the hectic, free-for-all pyrotechnics of a good tag match, but it's still tremendous fun to play. This is fighting that relies on instinct and reflexes rather than memorising lengthy combos – if you remember spending entire afternoons in the arcade without putting more than 50p in a machine, you'll be in heaven.

You'll love it because...

You still feel a little twinge of nostalgia when you hear the first few bars of Guile's theme music.

You'll hate it because...

You want your PS2 to fling polygons about like a hyperactive child with a Fisher Price building set.

DVD ACTION

Check out the familiar faces mixing it up on this issue's DVD. We've got frantic in-game battering from the NTSC version.

ORIGINALITY	★
HANDLING	★★★★★
PRESENTATION	★

CAPCOM VS SNK 2
MARK OF THE MILLENNIUM 2001

INFO

- **DEVELOPER**
  Capcom
- **PUBLISHER**
  Capcom
- **GAME TYPE**
  Beat-em-up

ANTICIPATED FEATURES

- 44 characters.
- Ratio, Three-On-Three, Single Battle, Arcade, Vs and Training modes.
- Six fighting grooves.
- Hidden Super God versions of two of the characters.
- Character ending screens.

WHERE IT'S AT...

- We've only seen NTSC code so far – let's hope Capcom omit their traditional whopping black borders for the UK, eh?

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 METAL GEAR SOLID 2

It's been at the top for so long now that if we were to move it, it'd leave an unsightly outline of dust on the page.

2 SSX TRICKY

Downhill perfection. There'll be no *SSX* next year, so this'll have to take us all through to 2003. Chilling prospect...

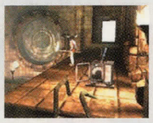
3 PRO EVOLUTION SOCCER

Keeping our resident footy pundits awake at night with worries of the best formation or that perfect cross. Studded genius.

4 TONY HAWK'S PRO SKATER 3

Just watching this game makes you want to visit intensive care. It's winceworthy but brilliant all the same.

5 ICO



Like watching a painting come alive on your TV screen. There's no music either, just breathy atmospherics.

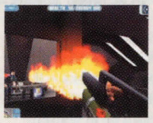
6 STUNTMAN

From the people behind *Driver*... well, if you've stuck with PSM2 over the last few months you'll know all about this.

7 TIMESPLITTERS 2

Slap in the MultiTap 2, squirt a gallon of Optrex in your eyes and forget about blinking for a month of lunch breaks.

8 DEUS EX

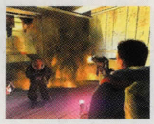


The PC game that never stops giving. Action, adventure, intrigue and – above all – big, fat guns that spit death.

9 MAXIMO

An evening spent playing Capcom's solid 3D *Ghouls and Ghosts* just wasn't enough. It's destined to be huge.

10 THE THING



John Carpenter's take on cold war xenophobia still has the ability to chill. The game is equally unnerving. Brilliant.

OUR LEAST WANTED

You can take your title and...

G SURFERS

Versatile track editing option, but destined to be bullied into obscurity by both *WipEout* and *Extreme G3*.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

OCTOBER 2001

Arctic Thunder	Midway	Sp
Baldur's Gate: Dark Alliance	Interplay	AA
Bass Strike	THQ	Sp

EA SPORTS CRICKET 2002

England invent the game. Australia come and show us how it's played. EA plan to cram in all ten international teams and two minor nation ones...

End Game	Empire	S
F1 2001	EA	Sp
G Surfers	Midas	R
Giants: Citizen Kabuto	Interplay	AS
Herdy Gerdy	Core	Pz
Jimmy White's Cueball World	Virgin Int.	Sp
MX Rider	Infogrames	Sp
NHL 2002	EA	Sp
NHL Hitz	Midway	Sp
Penny Racers	Midas	R
RLH	Interplay	AA

SPY HUNTER

Throttle grinding, missile hurling car-nage. Check out our review in PSM2# 14 and see exactly why this game lives up to the thrills of the original.

Time Crisis 2	SCEE	FPS
The Weakest Link	Activision	Pz
World Championship Snooker 2002	Codem'ters	Sp
WTA Tour Tennis	Konami	Sp

NOVEMBER 2001

Age of Empires 2	Konami	Str
Airblade	SCEE	Sp
Batman Vengeance	Ubi Soft	AA
Capcom vs SNK	Capcom	Bt
Centre Court	Midas	Sp
Champion Surfer	Ubi Soft	Sp
Conflict Zone	Ubi Soft	Str
Crash Bandicoot: Wrath of Cortex	Vivendi	Pl
Dark Summit	THQ	Sp

DEVIL MAY CRY

You've read our review, so you know how cool Capcom's game is. If we were an American mag we might say it'd 'rock your freakin' world'. But we're not.

Downforce	Virgin Int.	R
Dragon Rage	3DO	AA
Driven	Bam!	R
Dropship	SCEE	AS
Evil Twin	Ubi Soft	P
FIFA 2002	EA	Sp
Global Touring Challenge	Rage	R
GoDai: Elemental Force	3DO	AA
Half-Life	Vivendi	AA
James Bond 007 in... AUF	EA	Sp
Jeremy McGrath Supercross 2002	Acclaim	Sp
Jurassic Park: Survival	Vivendi	AA
Klonoa 2: Lunatea's Veil	SCEE	P
Motor Mayhem	Infogrames	R
Mummy Returns	Vivendi	AA
NBA Live 2002	EA	Sp
Pro Evolution Soccer	Konami	Sp
Rayman M	Ubi Soft	Pl
Shaun Palmer's Pro Snowboarder	Activision	Sp

SILENT HILL 2

The most emotionally-draining, sense-exhuasting PlayStation 2 experience yet. Turn to pg68 to find out why no other game can move you like this.

Simpsons Road Rage	EA	R
Soul Reaver 2	Eidos	AA
Splashdown	Infogrames	R
SSX Tricky	EA	Sp
Sunny Garcia's Surfing	Ubi Soft	Sp
Test Drive	Infogrames	R
Test Drive: Off Road	Infogrames	R
Tony Hawk's Pro Skater 3	Activision	Sp
Top Gun Combat Zones	Virgin Int.	FS

WIPEOUT FUSION

The fastest racer in the series and, by far, the toughest. What stands out most is the wild course design. And, of course, the eye-parching speed.

World Rally Championship	SCEE	R
WWF Smackdown! JBI	THQ	Sp

DECEMBER/XMAS 2001

Blood Omen 2	Eidos	AA
Burnout	Acclaim	R
Commandos 2	Eidos	AA
Dave Mirra Freestyle	Acclaim	Sp
Deus Ex	Eidos	Sp
Disney's Tarzan	Ubi Soft	Pl
DNA	Virgin Int.	AA
Enter the Maelstrom	Virgin Int.	AA
Eve of Extinction	Eidos	AA

ESPN SKATEBOARDING

As with the majority of ESPN titles this is sports simulation taken to the max. Detail, accuracy and a pervading sense of realism throughout.

F1 Championship Racing 2	Ubi Soft	R
The Getaway	SCEE	AA
Grandia 2	Ubi Soft	RPG

GRAND THEFT AUTO 3

Dark urban environments, litter strewn streets, an opportunity to trade your car for a boat and an armoury that'd have a Navy SEAL creaming his combats.

Hidden Invasion	Virgin Int.	AA
Jimmy Neutron: Boy Genius	THQ	P
Kelly Slater's Pro Surfer	Activision	Sp
Legion	Midway	AA
Legends of Wrestling	Acclaim	Sp
Lego Racers 2	Lego	R
LMA Manager 2002	Codem'ters	Sp
Lotus Challenge	Virgin Int.	R
Max Payne	Take 2	AA
Mat Hoffman's Pro BMX 2	Activision	Sp
Monster Jam: Max Destruction	Ubi Soft	R
Moto GP2	SCEE	R
No One Lives Forever	Vivendi	FPS

PRISONER OF WAR

Codemasters' take on The Great Escape. It seems to whiff a little of PC, but we're looking forward to it – it's not a racer of beat-em-up, know what we mean?

NY Race	Wanadoo	R
Rainbow Six	Ubi Soft	AS
Rubu Tribe	Interplay	AS
Salt Lake 2002	Eidos	Sp
Silent Scope 2	Konami	FPS
Sled Storm 2	EA	R
Star Trek: Shattered Universe	Interplay	AA
State of Emergency	Take 2	AA
Tetris Worlds	THQ	Pz
Tribes 2	Vivendi	FPS
Worms Blast	Ubi Soft	AS

2002

Ace Combat 4	SCEE	FS

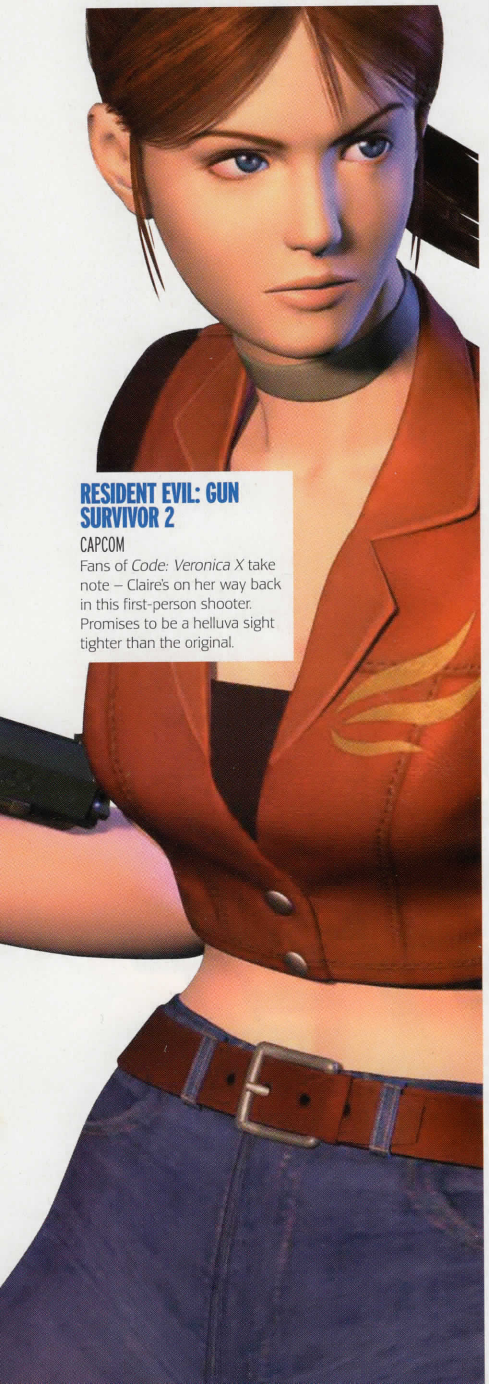
DREDD VERSUS DEATH

Being created and coded by Oxford-based Rebellion (who now own 2000AD). We're confident Brit talent will keep this faithful to its dark roots.

Alien: Colonial Marines	EA	AA
Defender	Midway	Ar
Fireblade	Midway	S
Ghost Master	Empire	S
Good Cop Bad Cop	Virgin Int.	AA
Jonny Moseley Mad Trix	3DO	Sp
Kingdom Hearts	SCEE	RPG
Lakemasters Ex	Midas	Sp
MoH: Frontline	EA	AA
Monsters, Inc.	SCEE	Pl
Police 24/7	Konami	FPS
Red Card Soccer	Midway	Sp
Robocop	Virgin Int.	AA

TIMESPLITTERS 2

The sight of hi-tech warriors tearing about frozen military bases with oversized guns has taken our pleasure glands and rubbed them 'til they sparked.



RESIDENT EVIL: GUN SURVIVOR 2

CAPCOM

Fans of *Code: Veronica X* take note – Claire's on her way back in this first-person shooter. Promises to be a helluva sight tighter than the original.

Shifters	3DO	AA
Starsky and Hutch	Empire	AA
Tomb Raider: Next Gen	Eidos	AA
Who Wants To Be A Millionaire 2	Eidos	P
World Sports Car	Empire	R

TO BE CONFIRMED

7 Blades	Konami	AA
18 Wheeler: American Pro	Acclaim	R
1906: Arctic Odyssey	TBC	AA

APE ESCAPE 2

We loved the PSone original and we're digging the *Piposaru 2001* import version, but why have all the cool gadgets have been removed? Crazy.

Austin Powers 2002	Take 2	AA
Barbarians	Virgin Int.	AA
Black and White	TBC	AS
Broken Sword: The Sleeping Dragon	Virgin Int.	RPG
Casper: Spirit Dimensions	TDK	Pl
Colin McRae 2	Codem'ters	Sp

CONFLICT DESERT STORM

Cresting along on top of a wave of military titles comes news of this third-person, squad-based killer in the vein of *Hidden and Dangerous*. Hmm. Interesting...

David Beckham Soccer	Rage	Sp
Dragon Wars of Might and Magic	3DO	AA
Driver 3	Infogrames	Sp
Duke Nukem Forever	Take 2	AA
Dune	Cryo	Sp
Dusk Till Dawn	TBC	FPS
Dynasty Warriors 3	KOEI	AS
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
EXO	Infogrames	AA
Final Fantasy 10	SCEE	RPG
Final Fantasy 11	SCEE	RPG
Frogger	Konami	Sp
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
The Great Escape	SCi	AA
Gumball 3000	SCi	R
Headhunter	SCEE	AA
H2Overdrive	Crave	R
Iron Storm	Wanadoo	FPS
ISS 2002	Konami	Sp
Jekyl and Hyde	Cryo	AA
Kinetica	SCEE	R
Le Femme Nikita	Infogrames	AA
The Lost	Ubi Soft	AA

MALICE

Skinny lady, big hammer. Sounds like a recipe for platform adventuring where spiky things get bashed flat with an accompanying "YAH".

Maximo	Capcom	AA
Men In Black 2	Infogrames	AA
Metal Gear Solid 2	Konami	AA
Mike Tyson Boxing	Codem'ters	Sp
Mini Golf Maniacs	Vivendi	Sp
Mission: Impossible 2	Infogrames	AA
MoH: Fighter Command	EA	FS
Monster Rancher 3	Tecmo	Pz
NASCAR Thunder 2002	EA	R
NFL Quarterback Club	Acclaim	Sp

OKAGE: SHADOW KING

The combat initially seemed unimpressive, but the more we see of the game itself the more we wanna know. Could well be a tidy chunk of RPG.

Onimusha 2	Capcom	AA
Pac-Man World 2	SCEE	P
Pirates of Skull Cove	EA	AA
Polaroid Pete	JVC	B
Primal	SCEE	AA
PRYZM: The Dark Unicorn	TDK	RPG
Resident Evil 4	Capcom	AA

RESIDENT EVIL: GUN SURVIVOR 2

The first one was a shambles, so let's just pray the addition of Claire Redfield and Steve Burnside makes everything run smoothly on PS2.

Return to Castle Wolfenstein	Activision	FPS
Rez	SCEE	S
Roadsters 2	Titus	R
Rocky	Rage	Sp
Seaman	SCEE	Pz
Settlers	Ubi Soft	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune	Majesco	FPS
Speed Devils 2	Ubi Soft	R
Spyro: Next-Gen	Vivendi	P
Soul Calibur 2	SCEE	Bt

STAR TREK: ELITE FORCE

It's over, they made it back to Earth, OK? So let it go, say goodbye to Seven of Nine and move forward... If you can't, pray for this every waking hour.

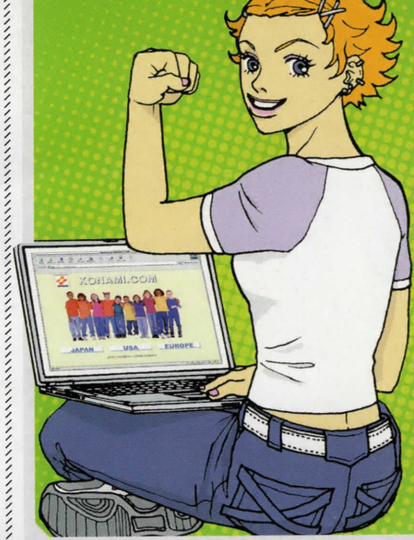
Star Wars: Racer Revenge	Activision	R
Star Wars: Obi Wan	Activision	AA
Stuntman	Infogrames	R
Suikoden 3	Konami	Sp
Superman	Infogrames	AA
Tekken 4	SCEE	B
Tenchu 3	Activision	AA
Terminator	Infogrames	AA
The Thing	Vivendi	AA
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
TOCA Race Driver	Codem'ters	R
Tour de France	Konami	Sp
Tonka Monster Truck	Infogrames	R
Trophy Bass	Vivendi	Sp
Turok Evolution	Acclaim	FPS
Ultimate Fighting Championship	Crave	Bt
Zorro	Cryo	AA
Vampire Nights	SCEE	S

VIRTUA FIGHTER 4

The most awaited PlayStation 2 visit from Sega yet. The fighting stages are simply breathtaking and the play mechanics perfect for a DualShock 2.

World of Outlaw Sprint Cars	Infogrames	R
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.



DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun,com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
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GUARANTEED
6:32
96
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74
PlayStation 2

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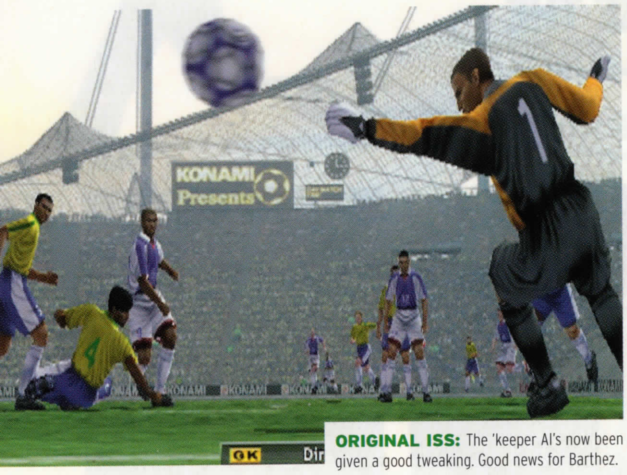
WINNINGELEVEN 5
10
15
11
tball tribe
WE ARE
BALL TRIBE
ST GOT BETTER

TURF WARS

The season's underway, but the competition hasn't begun. The giants of videogame football are stretching their hamstrings for the deadliest confrontation in videogame history. We tear *Pro Evolution Soccer*, *FIFA 2002* and the chasing pack to pieces, to deliver the essential championship verdict.

ON THE BENCH: Daniel Dawkins



ORIGINAL ISS: The 'keeper AI's now been given a good tweaking. Good news for Barthez.

Real football? Forget it. We've seen Bolton leading the Premiership, Jaap Stam jetting to Lazio and England crushing Germany, but nothing compares to the current turbulence in console football. After years of predictable competition, *ISS* and *FIFA* are radically changing their gameplans, while a squad of credible new rivals rise from the subs bench. With no clear favourite, the most dramatic battle in videogame football history is set to kick off. Grab yourself a steaming, flimsy paper cup of Bovril, as PSM2 delivers the definitive lowdown on the contenders' championship credentials.

Traditionally, there're only two footy games worth buying. Each and every season Konami release a startlingly playable version of *ISS*, and EA's shallow *FIFA* game outsells it by a country mile. Time after time, the general public plumps for flashy graphics and official licensing over deep, rewarding gameplay. *ISS* consistently shoots itself in the foot, with low production values and God-awful commentary. Konami's team of Chris James and Terry Butcher pails in comparison to *FIFA*'s mighty John Motson, Alan Hansen and, er, Mark Lawrenson.

This season, the goalposts are moving. Sick of critical maulings from the specialist press, EA are revamping *FIFA* to make it gritty and realistic – it'll retain the same high production values, but delivering a deeper, less immediate gameplay experience. Conversely, Konami are reworking *ISS* with real-player likenesses and a layer of atmospheric glitz. Retaining the same high-precision gameplay, but with richer TV-style presentation. The stage is set for an epic contest, and when two titans go head-to-head, the results can only be explosive.

> **"AFTER YEARS OF COMPETITION, ISS AND FIFA ARE RADICALLY CHANGING THEIR GAMEPLANS, WHILE A SQUAD OF CREDIBLE NEW RIVALS RISE FROM THE SUBS BENCH"**

To mark the occasion, Konami have re-named *ISS* as *Pro Evolution Soccer* – rebranding their game to avoid confusion with the previous version of *ISS* on PS2. Although both games are published by Konami, they were programmed by different developers. Last year's *ISS* was produced by KCEO, who normally produce the Nintendo version of the series – as a result, it wasn't the game that fans of the PSone series were expecting. Those games have always been produced by KCET, who – as luck would have it – are the brains behind *Pro Evolution Soccer*. So, this is the first 'proper' *ISS* on PS2.

Konami's latest began life as the fabulous Japanese title *Winning Eleven 5*, which received a whopping 90 percent back in PSM2#09. Since then, KCET have listened carefully to gamer feedback and incorporated these changes into *Pro Evo*, the definitive UK version. For once, we're getting a better deal than our Eastern cousins. The ultra-precise, semi-automated feel has been toned down to allow

FIVE BIG CHANGES IN PRO EVO

Konami's upcoming footy great is based on the Japanese title, *Winning Eleven 5* – which, as luck would have it, was developed by KCET, the brains behind the great PSone *ISS* games. While essentially the same, the UK version of *WE5* – or *Pro Evo* – has undergone some significant revisions. Rest assured, we're getting the best version in existence. In case you've missed our regular updates on *WE5*, this is how KCET's game has changed since the days of PSone, including the all-new UK specific additions.

1 TRAINING MODE

New for the UK, there's a Tutorial mode to talk you through the new moves. It's even possible to practice one-two shooting or free kicks from any position on the pitch. The Training mode has never been more flexible – a real boon for newcomers.

2 NEW RUN BUTTONS

There're two new run buttons. Not only can you sprint by holding R1, you can perform a fast dribble holding R2 – allowing you to twist a wee bit quicker and make the most of dribble kings like Ryan Giggs. Conversely, holding L1 produces a super-slow, high-control mode, so your player can swivel on the ball with less chance of being tackled.

3 ONE-TWO'S

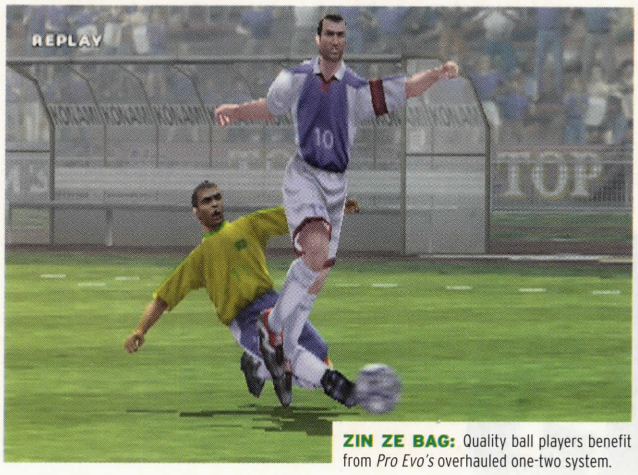
The simplified one-two system of the PSone games has been altered to make it less powerful but more flexible. The return pass is no longer automatic. In *Pro Evo* you've got to hold L1 and tap ⊗ to pass to a team-mate, then press △ to play a standard through ball, or ◎ to play a lobbed return.

4 THE FEEL

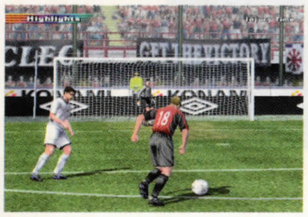
The first thing you'll notice is the size of the pitch – it's huge. The passing system in *WE5* was ultra-precise, but the AI sometimes felt a little automated. In *Pro Evo* players are more likely to make individual errors, increasing the random element of real footy. Conversely, they're more capable of dramatic twists and shimmies. The game flows more like the real thing than the overly polished *WE5*.

5 HIGHLIGHTS

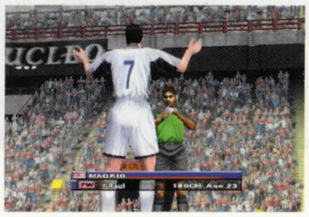
The feature we always wanted has made it to *Pro Evo*. During half-time and after every match, the game will replay the key moments from the action. Not only do you see all the goals, you're treated to the big tackles, near misses and hottest talking points.



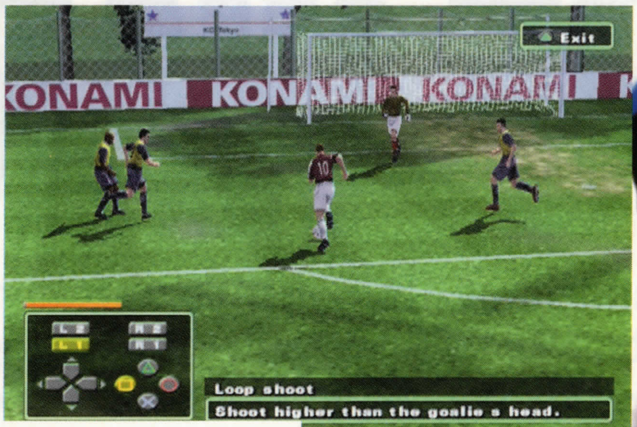
ZIN ZE BAG: Quality ball players benefit from *Pro Evo's* overhauled one-two system.



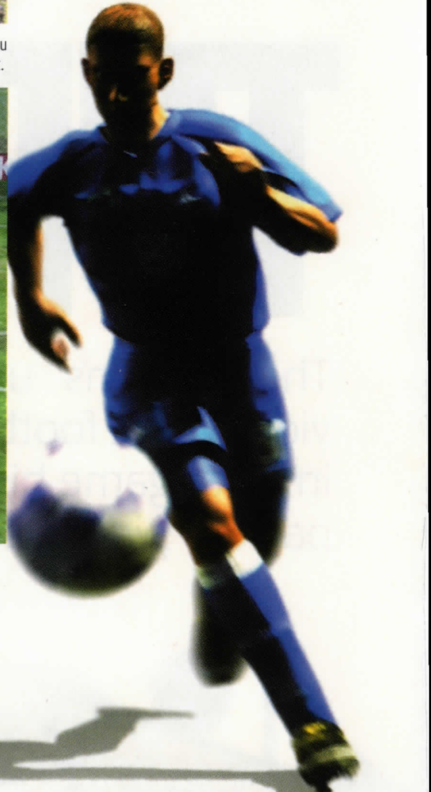
FOOTBALL FOCUS: Our one wish has been granted - *Pro Evo Soccer* now has highlights.



TREVOR BOOKING: Some decisions you can't complain about, others will make you spit.



PEAK PRACTICE: It pays to spend time with *Pro Evo's* new Training mode.



for the unpredictability of real football. Players are much more likely to make clumsy touches or have the ball bobble under their feet. Conversely, they're more capable of inspired flicks and ovation-earning through balls. Without a doubt, the game feels sufficiently different to serve as a pseudo-sequel to *Winning Eleven 5*.

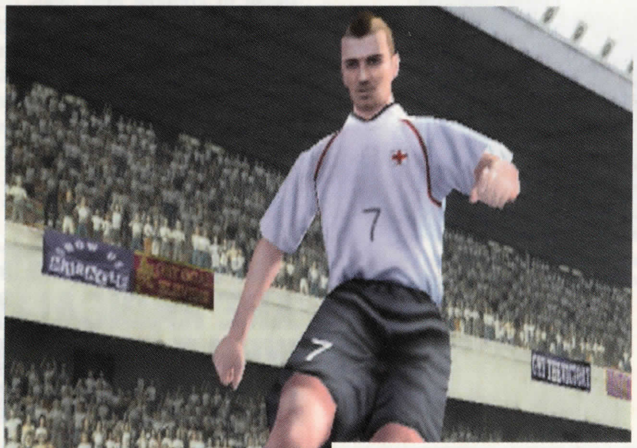
Not to be outdone, EA are making *FIFA 2002* more realistic. The passing system has been revised to allow for greater precision and complexity. The ball can be played in any direction you want, and won't drift automatically towards players' feet. Tapping L1 will prompt players into making runs, so you can deliver unexpected through balls and one-twos. Passes need to be weighted using the new distance control meter – requiring a precisely-held button tap to deliver the ball into space. With practice, you'll be able to spray the ball around like Beckham – targeting any part of the pitch you desire.

"EA ARE LISTENING TO PLAYERS' NEEDS AND ARE DETERMINED TO MAKE THE BEST FIFA EXPERIENCE OF ALL TIME"

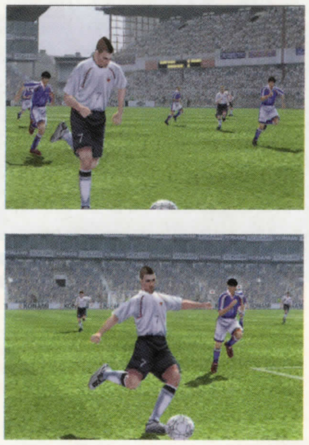
Tackling has been enhanced, so referees take into account the timing and angle of your challenge when meting out justice – previous games in the series were notoriously lenient when it came to dishing our cards. The crazy shoulder button tricks have been retained, though EA promise you won't just be able to jink up the pitch unopposed. The keepers have been toughened up, shooting made trickier and aftertouch added to the shoulder buttons, so the end result should be less ten-goal comedy thrillers and more one-nil taught tactical encounters.

That said, the game should feel comfortable to die-hard fans. According to *FIFA* Franchise Producer, Bill Harrison: "It sounds like we've built something entirely new, but the reality is we've unlocked options that have been there all along. We've liberated the gameplay. The mantra we have is: five minutes to understand and enjoy, a lifetime to master. It's about depth." Early experiences suggest that the new passing system is a little *too* challenging, but the slick presentation should guarantee a strong overall performance. EA are listening to players' needs and are determined to create the best *FIFA* experience of all time.

But what of the other contenders? Head of the pack is Sony's *This is Football 2002* developed by Team Soho, the brains behind *The Getaway*. Sony's effort received an eyebrow-raising 71 percent in PSM2# 14, notable for its fine passing system and awesome matchday atmosphere. In terms of TV-style dynamics, Team Soho's effort is more



SHAVING GRACE: Early versions of *Pro Evo* featured Beckham's unique sense of style.



LET US SPRAY: Precision passing means more defence-splitting balls and pinpoint crosses.

THE CHASING PACK

Pro Evo and *FIFA 2002* might lead the contenders, but there's a host of other games vying for the crown.

THIS IS FOOTBALL 2002

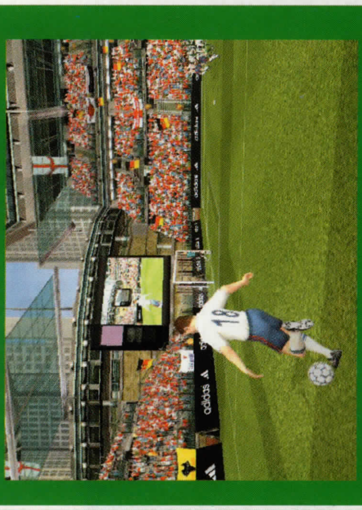
PUBLISHER Sony
OUT Now
MIGHT SUCCEED BECAUSE
It looks lovely, plays neat football and has a huge range of fantasy options, including classic teams and playground battles.
MIGHT STRUGGLE BECAUSE
It doesn't look quite as good as *FIFA 2002*, or play as well as *Pro Evo*. As a choice, it's certainly a successful compromise, but it's not an outright winner.
VERDICT
KEY CONTENDER

UEFA CHALLENGE

PUBLISHER Infogrames
OUT Now
MIGHT SUCCEED BECAUSE
There're lovely pictures of Figo on the box, it looks very official and the passing game isn't *terrible*.
MIGHT STRUGGLE BECAUSE
The in-game graphics look like Peter Beardsley's fillings and the shot-system is a complete swine.
VERDICT
ALSO RAN

DAVID BECKHAM'S SOCCER

PUBLISHER Rage
OUT May 2002
MIGHT SUCCEED BECAUSE
David Beckham is the England captain and Rage are promising to squeeze in a solid game.
MIGHT STRUGGLE BECAUSE
Beckham will be the only licensed player, and Rage's *UEFA Striker* series on PSone inspires doesn't inspire complete confidence. Can Beckham carry it through?
VERDICT
DARK HORSE



THE BIG TWO: HEAD TO HEAD

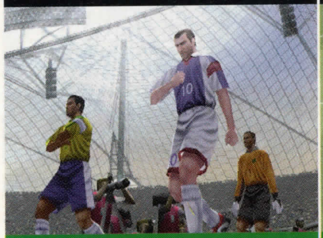
PRO EVOLUTION SOCCER

RELEASE DATE: NOVEMBER
PRICE: TBC
NUMBER OF TEAMS: TBC
PLAYERS: 1-8
STADIUMS: TBC
COMMENTATORS: Chris James, Terry Butcher.

FIFA 2002

RELEASE DATE: NOVEMBER 9th
PRICE: £44.99
NUMBER OF TEAMS: 500+
PLAYERS: 1-8
STADIUMS: TBC
COMMENTATORS: John Motson, Alan Hansen, Mark Lawrenson (TBC)

1. LOOKS



PRO EVO:
Great stadiums, good player likenesses and incredibly realistic animation, offset by dull presentation screens and patchy kit likenesses, which make for some irritating clashes between teams like Italy and France. 8/10

FIFA:
Excellent player likenesses and great kits, but the in-game animation isn't as fluid as *Pro Evo*. The TV-style presentation and rich incidental touches don't *quite* make amends for stunted movement. 7/10

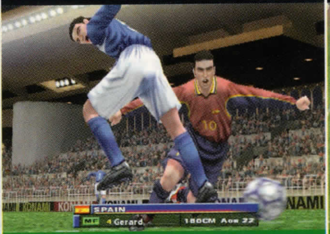
2. PASSING

Zidane
Robeca

PRO EVO:
A crisp passing game that directly rewards invention and lightning reflexes. The sharp one touch lay-offs and rapier-like through balls are the icing on the cake, but they require precision to beat the offside trap. 9/10

FIFA:
The new passing system is hard to adjust to – the ball moves *exactly* in the direction you're pushing, so it's hard to give an accurate pass mid-stride. Nevertheless, it's flexible and should reward investment. 6/10

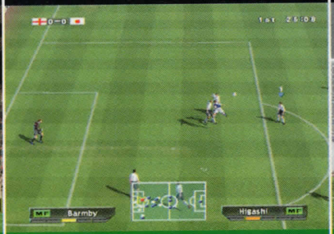
3. TACKLING


SPAIN
4 Gerard

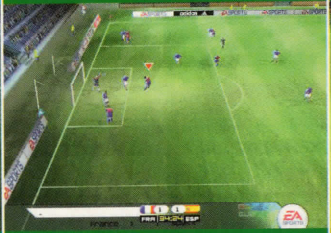
PRO EVO:
A cultured artform. The difference between stealing the ball off a player's boot and taking an early shower is a matter of precision timing. Smart players can learn to 'read' a game like real defenders. 8/10

FIFA:
Though the system has been revised, it doesn't feel that different to *FIFA 2001*. Close tackles are a bit 'woolly', so it's safer to rely on slide tackles. EA promise improvements in the finished code. 6/10

4. HEADING


Barmby
Higashi

PRO EVO:
Control is fairly tight, so you'll usually blame yourself for steering a header wide. Players switch intuitively between flicks, nod downs and looping headers. Taller, more aggressive players exert aerial dominance. 8/10



FIFA:
We found it quite difficult to score headed goals, but that could just be our unfamiliarity with the system. Its possible to flick balls on and exert some subtlety, so the changes are definitely for the better. 7/10

5. SHOOTING

KONAMI
KONAMI
Raime Junior

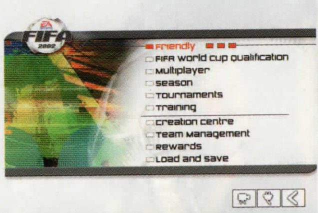
PRO EVO:
We're not sure if it's us or the new analogue button system, but our long-range efforts either fly 30 feet-over the bar or dribble like a shot-putt. Otherwise cultured and rewarding, but way harder than *Winning Eleven 5*. 7/10

FIFA:
The goalies have been toughened up and the 'sweet spot' strikes toned down, but the ball still loops in that ridiculous floaty-light manner. Applying aftertouch (with L2) seems to be the best way to score. 6/10

6. TOURNAMENTS

Modify
Reset
Select
Entry
CPU
POLAND
OFFENCE
DEFENCE
POWER
SPEED
TECHNIQUE
Confirm
Go Back
Reset

PRO EVO:
The life-stealing Master League is more comprehensive than ever, with relegation/promotion plus Worldwide club teams. Expect most major international events, including World, European and African Nations Cup. 7/10

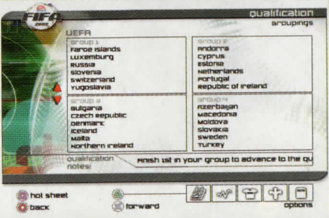

FIFA 2002
Friendly
FIFA World Cup Qualification
Multiplayer
Season
Tournaments
Training
Creation centre
Team management
Rewards
Load and save

FIFA:
A World Cup *Qualification* mode – expect a World Cup update next summer. Otherwise, all the major events are in, including a replica of the Premier League – with lots of hidden win bonuses. 9/10

7. CUSTOMISATION

Figure Setting
KONAMI
GK
WALES
Nation
Skin Clr
Face
Hair
Hair Clr
Mustache
Mustache Clr
Height
Physique
Age
Stud
Foot
EDIT
Confirm
Rotate
Go Back
Help

PRO EVO:
No customisable tournaments as such, but a 32-player International Cup – with mini group tables like the World Cup. The Player Edit option is incredible, with over 150 player faces and hairstyles to choose from. 7/10


qualification
groupings
UEFA
Faroe Islands
Luxemburg
Russia
Slovenia
Switzerland
Yugoslavia
Andorra
Cyprus
Estonia
Netherlands
Portugal
Republic of Ireland
Bulgaria
Czech Republic
Denmark
Iceland
Malta
Northern Ireland
Azerbaijan
Macedonia
Moldova
Slovakia
Sweden
Turkey
hot sheet
back
forward
options

FIFA:
Create and save your own teams, players and formations, then enter them in Friendly or Season modes, or any user-defined tournament you wish. The most flexible *FIFA* to date. Just fabulous. 9/10

8. SET PIECES

KONAMI
Zidane
Batistuta

PRO EVO:
Free-kicks are flexible, allowing cheeky lay-offs, through-balls and Beckham-esque swerves. Corners and throw-ins are intelligently handled, seguing intuitively with the standard controls. 8/10

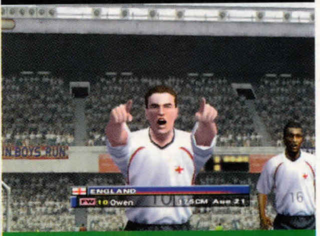
FIFA:
No change – but the system was already good enough. Smart, tangible free-kick direction pointers plus the familiar icon distribution system – tap the key corresponding to the symbol above your player to make the pass. 8/10

9. ATMOSPHERE

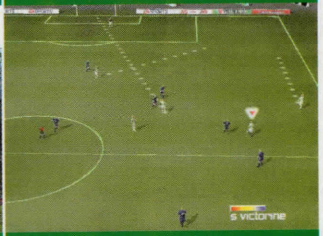
PRO EVO:
Major improvement. Fireworks fizz in the crowd, as the sun streams in through the gloriously modelled stadiums. Rousing anthems, good player likenesses and neat incidental touches create an arresting illusion of reality. 8/10

FIFA:
Its traditional strength. Expect glorious stadiums and player likenesses that'll prick the hairs on your arms. The commentary team hasn't been confirmed, but expect Motty, Lawro and Hansen to return. 9/10

10. MULTI-PLAYER


ENGLAND
10 Owen

PRO EVO:
Possibly, just *possibly*, the best multi-player game of all time. We play every single day and never see the same game twice. The perfectly balanced gameplay system directly rewards players for their skills. 10/10

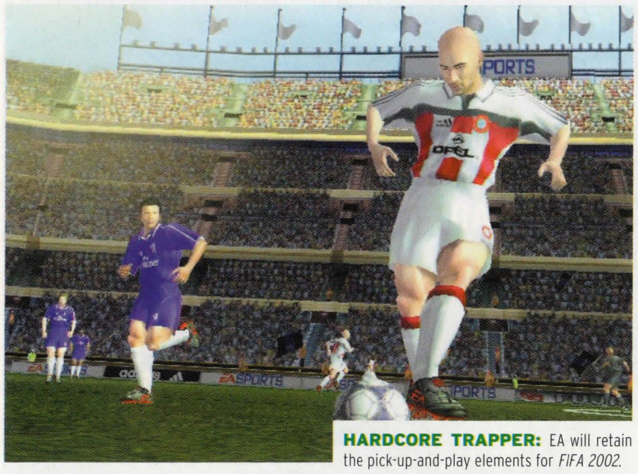


FIFA:
A barrel-load of laughs thanks to the rich atmospheric touches, but *FIFA 2002* is currently *too* hard – ironic given its predecessor's frequent goal fests. We're reserving criticism until the gameplay model is optimised. 8/10

OVERALL:

It's close, but *Pro Evo* is clearly shaping up to be the football game of choice – the jury's out on the new additions to *FIFA 2002*. However, these judgements are based on preview code, and shouldn't be taken as gospel – this is a scientific breakdown of key features, not a review score. *FIFA 2002* has a little while left to turn things around. And as any Manchester United fan will tell you, a lot can happen in the last few minutes…

PRO EVO: 80/100
FIFA: 75/100



HARDCORE TRAPPER: EA will retain the pick-up-and-play elements for *FIFA 2002*.

"THE UNKNOWN QUANTITY IS MIDWAY'S RED CARD SOCCER, AN EXAGGERATED CARTOON KICKABOUT IN THE SAME MOULD AS NBA STREET"

than a match for *FIFA 2001* and plays a sharper game of football. Debatably, it's better than the first incarnation of *ISS* on PS2 – though purists may cry heresy. If the big two fluff their efforts to improve, Sony's game will be hovering like a predator to reap the rewards.

The surprise challenger could be Rage's *David Beckham's Soccer*. Though the PS2 version isn't due until next summer, the PSone version is primed for release and offers a solid, if unspectacular, footy experience. With the right tweaks, the PS2 version could be a contender. The unknown quantity is Midway's *Red Card Soccer*, an exaggerated cartoon kickabout in the same mould as *NBA Street* – but again, it's not due out 'til summer 2002.

The remaining teams will be scrapping for survival. Infogrames' *UEFA Striker* offers neat passing and an innovative free-kick system, but cripples its chances with dire graphics and awkward shooting. It earned a depressingly average 56 percent in PSM2#12. The sure candidate for relegation – if not worst game on PS2 – is Eon's *International League Soccer*, which scored seven, yes, *seven* percent back in PSM2#12 – 22 percent less than the execrable *Sky Surfer*.

It could be the managers that create the biggest impact. 3DO/Anco's *Alex Ferguson's Player Manager 2001* should be the most comprehensive console footy simulation to date – based on the exhaustive PC version. Apparently, the jovial Scot provided some tactical nous for the management model. Codemasters *LMA Manager 2002* should be less intimidating, opting for a toned down console-friendly approach. That said, the game has been significantly improved since the well-received PSone game, and may ultimately offer on-line updates via Sony's Ethernet Adapter service.

THE FANTASY 11

Despite the startling advances made by *Pro Evo* and *FIFA 2002*, there're still a number of features we'd love to see in a console football game. Post-match analysis, Golden Boots... the list goes on. Here's our starting 11...

1 MANAGERS

We've got accurately rendered David Beckhams, so why not Alex Ferguson? We'd love to see the irate Jock tapping his watch as full-time approaches...

2 CUSTOMISABLE PLAYERS

We've seen basic name change editors, but what about a comprehensive Create-A-Player option like *THPS3*? Put yourself in the England squad ahead of Philip Neville. But then again, who wouldn't?

3 GOAL OF THE SEASON

With Sony's forthcoming HDD technology, your PS2 could save every goal to memory and hold an end of season rundown of your greatest strikes.

4 POST-MATCH ANALYSIS

We want decent *FIFA* commentary from the likes of Alan Hansen, dissecting highlights in the style of *LMA Manager*. Not just goals, but key tackles, passes and turning points.

5 PLAYER SCUFFLES

They shouldn't be a regular occurrence, but who wouldn't enjoy watching an inch-high Roy Keane exchanging blows with Dennis Wise, like the comedy scraps in EA's *NHL* hockey games?

6 CUSTOMISED GOAL CELEBRATIONS

As a simple touch, goal celebrations could be assigned to the shoulder buttons to increase the level of involvement. A similar approach worked well in *Tekken*.

7 FULLY INTEGRATED TOURNAMENTS

Once again, *TIF2002* works hard in this area. Players should have the option to work their way through the leagues and, say, earn promotion to the Champions League.

8 GOOD COMMENTARY

Why must commentary sound like a series of random phrases plucked from a barrel? We want analysis that seamlessly reacts to events, recognising players' previous contributions. Listen to *NHL 2002*.

9 VOICE ACTIVATION

Instead of laborious tactical menus, why can't a player bark commands into a mic and watch his players shift formation on-screen? Voice activation has already been seen in *Perfect Striker* and the forthcoming *SOCOM*.

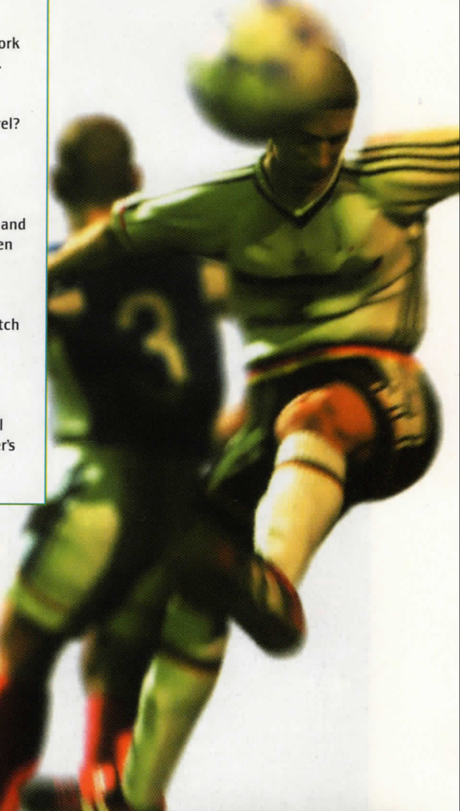
10 I-LINK

For completeness, you should be able to link two TVs via i-Link and watch the match from a variety of Digital TV-style angles. The deluxe arcade edition of *Daytona* offered something very similar.

11 THE OBVIOUS

A game with the pulse-quickening presentation of *FIFA* combining the smooth ball movement and heavenly-handling of *Pro Evo*. Surely that's every console footballer's dream? How hard can it be?

SEASONED PRO: You can't fault *FIFA's* looks, we just wish it had *Pro Evo's* gameplay.



So which team will reign supreme? *FIFA 2002* offers glitzy presentation and EA's huge marketing clout. *Pro Evo* has made inroads in terms of atmosphere and offers superior gameplay. Sony's *TIF2002* looks fabulous and plays a tight game of football. As the games strive to improve their traditional deficiencies, they're converging in terms of content and quality – much like Manchester United, Liverpool and Arsenal. For the first time ever, the console footy crown hangs in the balance, and it isn't just football, but the fans that'll be the winners at the end of the day, Des. **PSM2**

THE CHASING PACK

continued...

INTERNATIONAL LEAGUE SOCCER

PUBLISHER EON

OUT Now

MIGHT SUCCEED BECAUSE

Roy Keane might buy all the copies himself, every gamer in the UK could go blind and hanker for Chomondely Warner-style commentary. Yeah, right...

MIGHT STRUGGLE BECAUSE

You can use one-button to activate every command, it looks like Ian Dowie's corns and plays like a scratched Eiffel 65 record.

VERDICT

SURE-FIRE RELEGATION

ALEX FERGUSON'S PLAYER MANAGER 2001

PUBLISHER Anco/3DO

OUT NOW

MIGHT SUCCEED BECAUSE

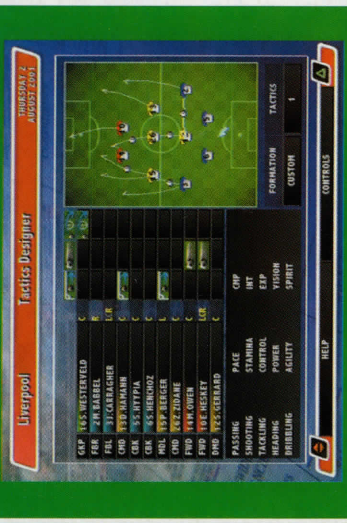
You're a frustrated manager who demands 22 unique attributes per player, comprehensive highlights and a boggling level of control.

MIGHT STRUGGLE BECAUSE

It's initially daunting and the menus look like the stuff on a travel agent's screen.

VERDICT

MID-TABLE



LMA MANAGER 2002

PUBLISHER CODEMASTERS

OUT MARCH 2002

MIGHT SUCCEED BECAUSE

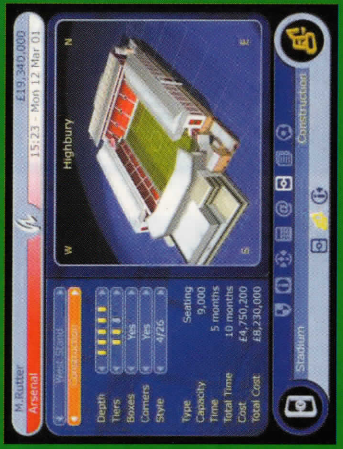
The interface is console-friendly, the highlights look ace and the on-line elements sounds intriguing.

MIGHT STRUGGLE BECAUSE

Its could be too lightweight for hard-core management fans, but too complicated for casual *FIFA* gamers.

VERDICT

TOP HALF



Quality

Control

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Get to grips with a Gamester Joypad and game-play will never be the same again. Killer features like fast response, rubberised joysticks and the fantastic Dual Force™ 2 rumble feedback, put you right into the heart of the action. But that's not all. Check out the 12 analogue buttons with 256 levels of pressure control, the single mode switch for Analogue, Digital or NegCon, the durable build quality and sleek ergonomic lines of a Joypad that's designed to put **you** firmly in control. Available in black, metallic blue or silver, it's the essential PlayStation 2 accessory. ***Also PSone compatible.***

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PLAYSTATION®2 MAGAZINE PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

レビュー

WITH HALLOWEEN JUST ROUND THE CORNER, YOU'LL FIND US REACHING FOR THE HOLY WATER CANNON.

JONATHAN

It's been an unnerving few weeks on the reviews front, what with both *Devil May Cry* and *Silent Hill 2* both turning up at once, squirting heart-juice from ragged orifices. If you were of a weaker constitution, this kind of thing could easily get you down, leaving you with a nagging realisation that a few rounds of *Kuri Kuri Mix* might be called upon to redress the balance. In fact, if it's all a bit too much, head straight for an instant fix on pg 130.

It's been a time of revelation as well. We've found ourselves divided over these two games – those who like their horror bold and brash, where the only repulsion is an occasional wince at impalement, and those who can't help but be drawn to a twilight world of half-imagined terror.

Not only does this go to show the broad range of interpretation that can be discovered within the horror genre, it also highlights just how much choice there finally is for owners of PS2.

It's already got to the point where just the four pages of our Absolute PS2 section (pg90) simply won't be able to house all the current and upcoming titles.

Take a look at both *DMC* and *SH2* and prey the coming masses use these games as templates to aspire to. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

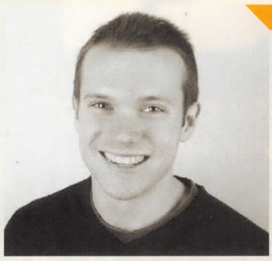
PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2

LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

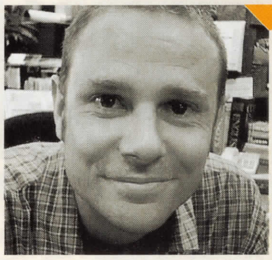
- **SPECIALIST IN:**
  Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:**
  Silent Hill 2

The last person to try to lure Dan out from behind the PSM2 dough dispenser caught a nasty whack in the chutneys for their trouble. So he can stay there.
daniel.dawkins@futurenet.co.uk

DUNCAN BAIZLEY

- **SPECIALIST IN:**
  Footy, Movie Magic
- **HAVING FUN WITH:**
  DVDiscomania

Always the first to hotfoot it for flapjacks and Flamin' Hot Monster Munch. But even legendary snacks couldn't lift the post-Jar Jar gloom.
duncan.baizley@futurenet.co.uk



JONATHAN BRYANT

- **SPECIALIST IN:**
  RPGs, RTS
- **HAVING FUN WITH:**
  Age of Empires 2

Once again Jonnie takes the 'live and breath it' ethos that extra mile. Riding into work on an ass, snacking on mud and going down with the pox. Bendy!
jonathan.bryant@futurenet.co.uk

JOEL SNAPE

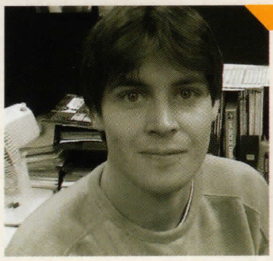
- **SPECIALIST IN:**
  Shooting *and* slashing… together
- **HAVING FUN WITH:**
  Devil May Cry

Eating and talking. Walking and puppetry. Shaving and skateboarding. These are things Joel's discovered that it's inadvisable to attempt together.
joel.snape@futurenet.co.uk

DANIEL GRIFFITHS

- **SPECIALIST IN:**
  Driving
- **HAVING FUN WITH:**
  Burnout

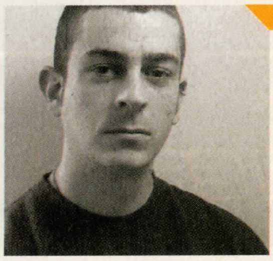
Don't let the photo fool you – Dan's body is actually made *entirely* of corned beef. His resistance to impact is impressive – go on, punch him!
daniel.griffiths@futurenet.co.uk



DAVID HARRISON

- **SPECIALIST IN:**
  Footy, Driving, Sports
- **HAVING FUN WITH:**
  Alex Ferguson and a desert

"I swear, he came out of nowhere… honest." Dave defends himself for driving four kilometres over open desert to ram an elderly bedouin.



RICHARD OWEN

- **SPECIALIST IN:**
  Sports
- **HAVING FUN WITH:**
  Madden NFL 2002

When we suggested to Rich that he moved into a two-up, two-down terrace for the sake of a throwaway gag, he vanished. Completely.
richard.owen@futurenet.co.uk

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch…

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

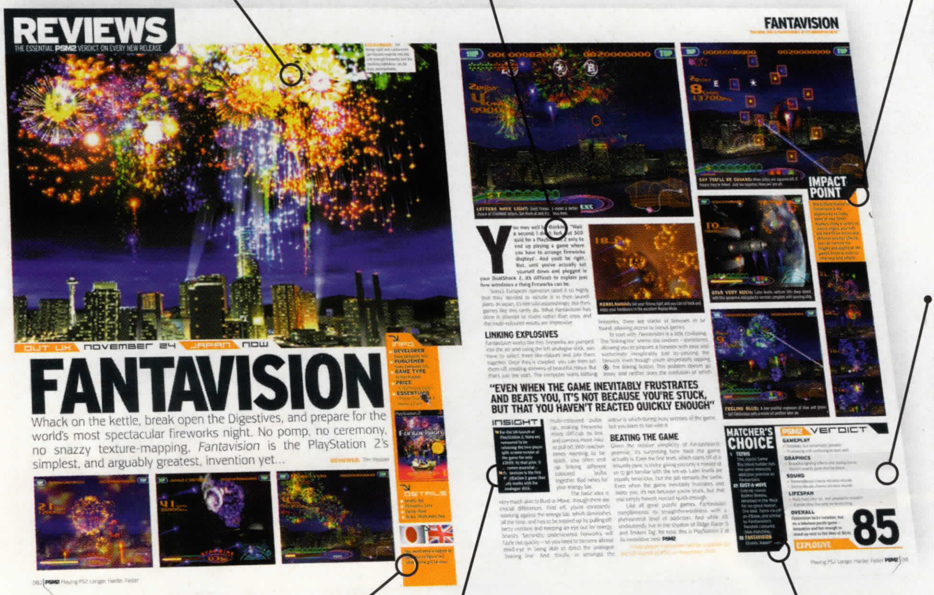
WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.



REVIEWS
THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK NOVEMBER 24 JAPAN NOW

FANTAVISION

Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...

LINKING EXPLOSIVES

"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"

INSIGHT

BEATING THE GAME

IMPACT POINT

MATCHER'S CHOICE

PSM2 VERDICT

GAMEPLAY

GRAPHICS

SOUND

LIFESPAN

OVERALL

85

EXPLOSIVE

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シフヨカ/

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シフヨカ/

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シフヨカ/

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 takes reviewing seriously. PSM2 is hard, but fair, 90+ scores are rare. Read the guide below.

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

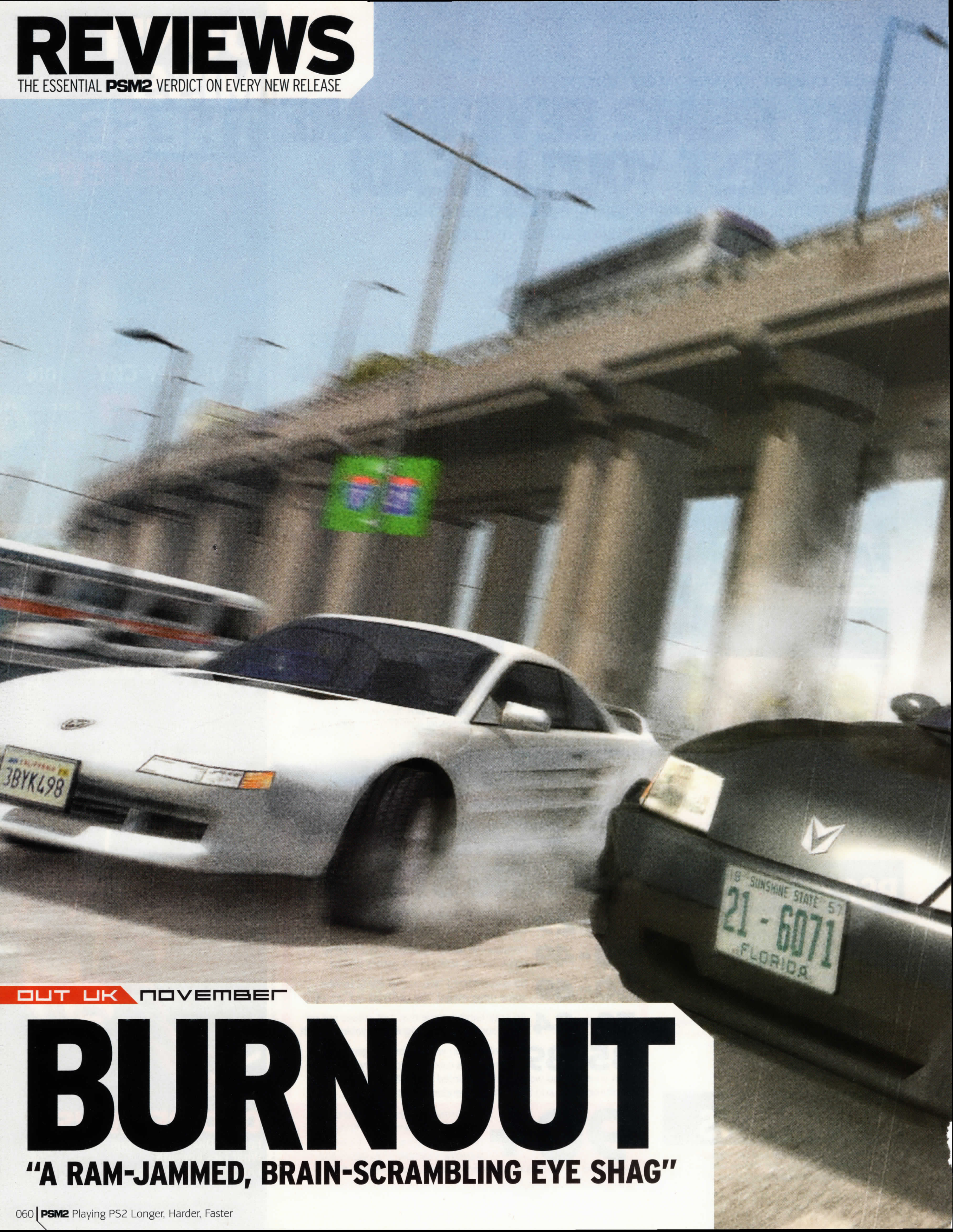
DEVIL MAY CRY 014

BURNOUT 060
Madden NFL 2002 064
Alex Ferguson's Player Manager 066
Silent Hill 2 068
F1 2001 074
Age of Empires 2: Age of Kings 077
MX Rider 078
Motor Mayhem 079
Paris Dakar 079
Alone in the Dark 080
NHL 2002 082
ESPN X Games Skateboarding 084

ABSOLUTE PS2 090

DVD REVIEWS

Episode One: The Phantom Menace 086
What Lies Beneath 087
Enter the Dragon: Uncut 087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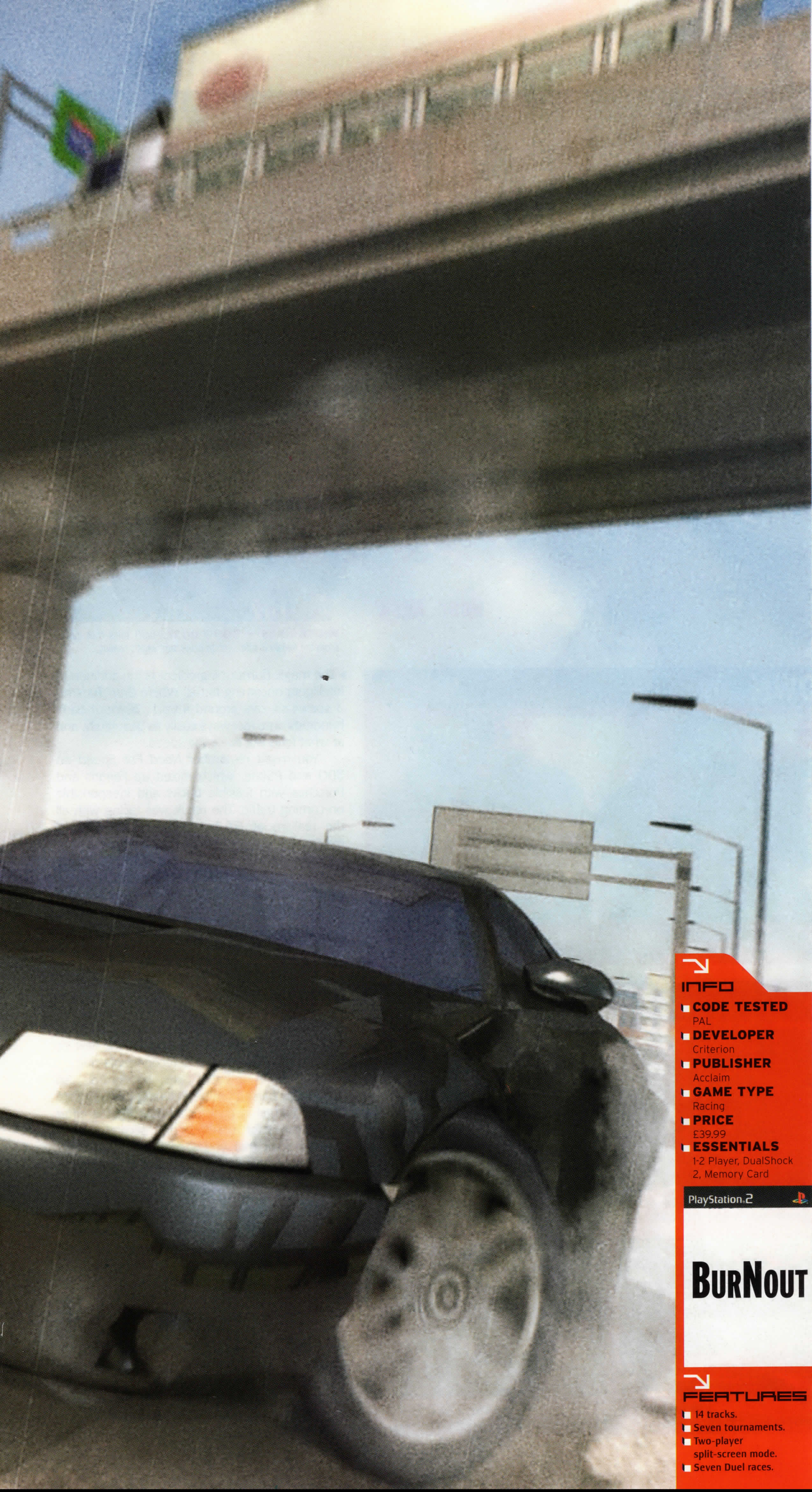
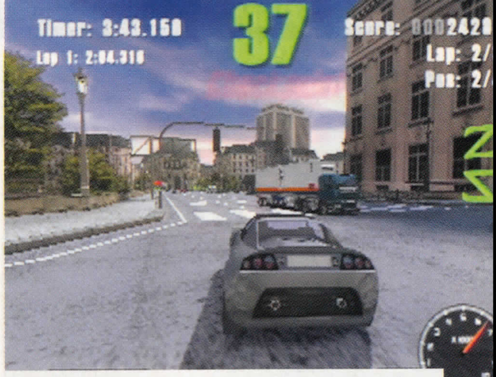
OUT UK NOVEMBER

BURNOUT

"A RAM-JAMMED, BRAIN-SCRAMBLING EYE SHAG"





SEXY MOTHER TRUCKER: Helpfully, the game places lorries and other vehicles around corners for you to pile into.

It's the arcade racer that serves more thrills and spills than your average chimp's tea party...

REVIEWER: Daniel Griffiths

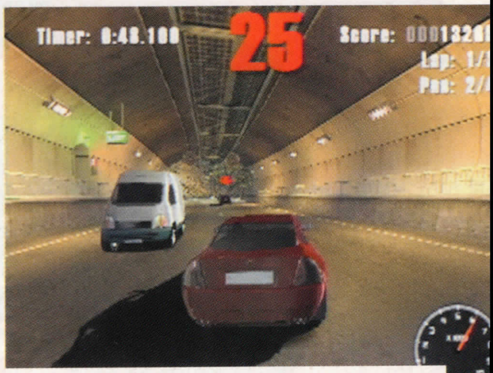
Chainsaw juggling. Trains. City centres after midnight. Rusting fairground rides. Ordering a second chicken phaal. Stepping out into the road while the green man's flashing. All dangerous pursuits, but not quite as dangerous as *Burnout*.

And not only dangerous in a virtual videogame-type way but quite possibly actually physically dangerous to your sanity, your eyesight and the tendons in your right thumb too. We've been playing *Burnout* a bit too much and now we may never be the same again.

What should be an easily diss-able rejig of a boat-load of familiar and obvious ideas turns out to be such a typing-stopper. And yet, like *Driver* long before it, this store cupboard of videogame staples is somehow rustled into a gaming feast fit for Ainsley himself.

It's very nearly a whole new concept in videogames. It's the smash-em-up. The car crash-em-up. A ram-jammed, brain-scrambling eye-shag that's so at-a-glance ace that the geeks at Nobsoft must be ripping it off faster than they do Callipo wrappers. It's fast, it's exciting, it's exhilaration beaten flat and fashioned into a five-inch PS2 platter.

At times you feel your brain is straining to take it in. It's so fast that you spend 90 percent of the game staring into the vanishing point trying to discern tarmac from traffic. It's so fast that you'll pray for the end of each synapse-strumming race just so you can blink again. So fast that your eyes may well choose to abandon your head altogether in order to escape.



TUNNEL OF LOVE: Steaming through claustrophobic tunnels on the wrong side of the road is commonplace in *Burnout*.

INFO

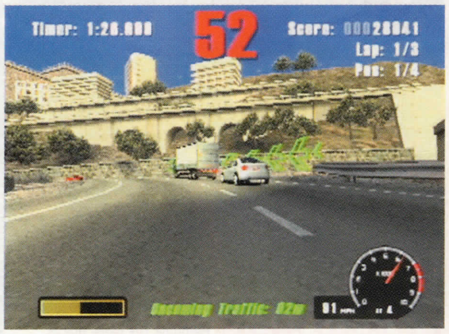
- **CODE TESTED**
  PAL
- **DEVELOPER**
  Criterion
- **PUBLISHER**
  Acclaim
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card

PlayStation.2

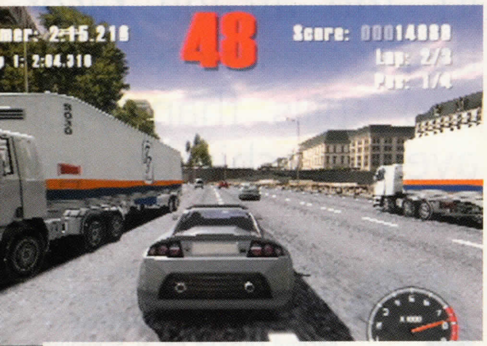
BURNOUT

FEATURES

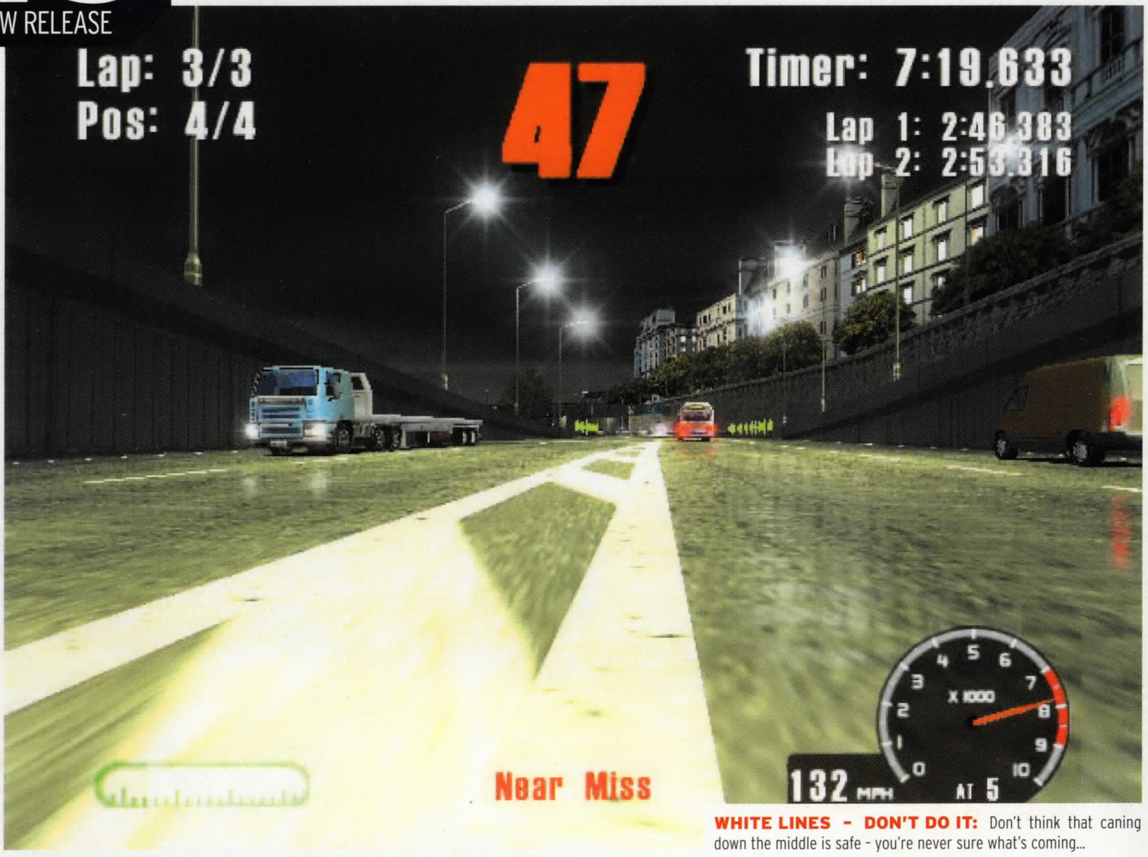
- 14 tracks.
- Seven tournaments.
- Two-player split-screen mode.
- Seven Duel races.



POINTER SISTERS: Huge green arrows show you the course, so you're never baffled despite the track's multiple twistings and openings.



GARY ROADS: It might look pretty ordinary in stills but imagine this car and the one ahead moving towards each other at 180mph.



WHITE LINES – DON'T DO IT: Don't think that caning down the middle is safe – you're never sure what's coming...

▸The magic *Burnout* ingredient is the addition of intelligent oncoming traffic. Where *Gran Turismo 3* spews six cars around a track, *Burnout* barfs hundreds onto raceways easily as beautifully, and at what feels like twice the speed.

You might remember *Need For Speed* on 3DO and PSone, which mixed up Ferraris and Porsches with feasible tracks and irresponsible on-coming traffic. The result was racing with all the realism of *GT* but with the unexpected excitement of an unprovoked pub attack. *Burnout* doffs its sideways cap at *NFS* but adds madder, more real-world-gone-barmy tracks, the speed you so desperately need and graphics that only PlayStation 2 can deliver. And there's more.

WRECK FACTION

While *NFS* (and later *GT*) play fair – using real, unmangleable cars – *Burnout* gets down and dirty with fantasy motors that wind up wrapped around scenery. Windows smash, bodywork's reduced from feet to inches in an instant. One moment it's a beautiful shiny roadster, the next it's a flying, spiralling piece of unrecognisable crap.

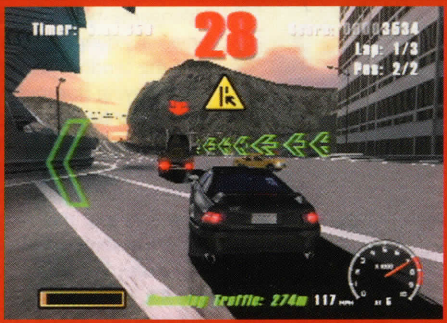
Burnout's impacts are so brutal, so upsettingly harsh that they'll twang the very core of your natural instinct for survival. That is, after each crash – for a fraction of a second – you'll actually think that you're dead. You won't just wince, you'll check if your limbs are all still there...

And all this emotion from such a simple game. The handling is pure arcade, with the different cars on selection trading speed with grip in a structure as predictable as a wet summer. The aim is to race against three other CPU racers through 14 different tracks, arranged in seven different competitions. Get the results required and you can play in the next competition – as well as gain access to a Face-Off boss race against an evenly matched opponent. Beat the boss and you get a bonus car. It's basically *Ridge 5* all over again but this time removing any pretence of souping-up your car.

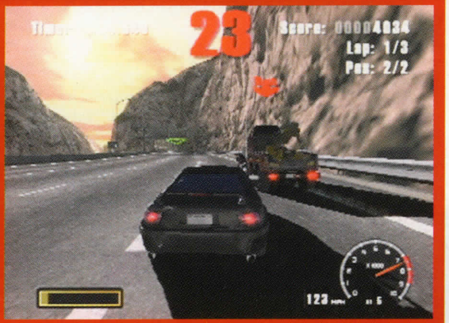
In fact, the only dalliance with complexity is the in-game burnout button (R1) which, when held, burns your precious burnout meter, taking

THE DUEL IN THE CROWN

Racing against three opponents in every race is fine, but the action really hots up in each end-of-tournament Duel race. It's almost as if the game knows how good you are, exactly matching you skill for skill as you and your arch-nemesis race fender to fender through the traffic. But beating Duel races is essential if you want to win the tournaments as it's the only way to unlock tastier motors.



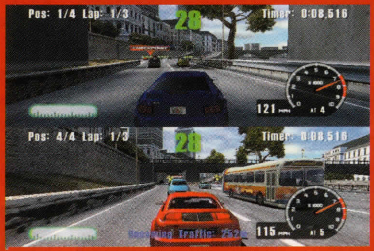
FREE WHEELER: Beat this unrealistically nippy truck and your garage of selectable motors is swollen by the heady heights of 'one'.



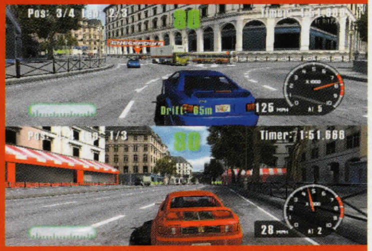
TRUCK PUSHER: The only way to beat this beast is to edge him into other traffic or hurtle past with a prolonged (but scary) burnout.

DO THE SPLITS

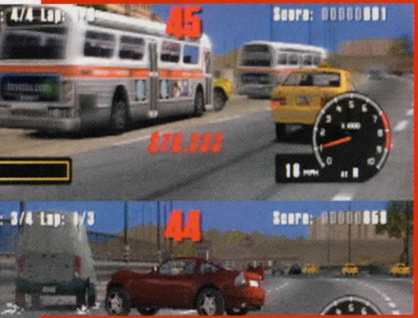
The single-player game is emotion charged enough, but the two-player game invites violence, jealousy and retribution to the party. It's like the nail-bitingly close Duel races but with a real-life opponent trying to kill you instead. And it's just as fast and smooth as the single-player game. Like *GT3* and *Ridge 5* – only better.



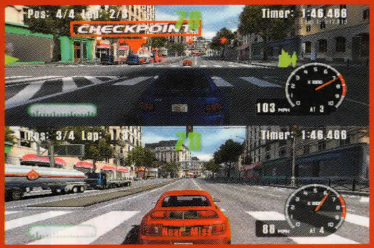
BUSSED A MOVE: There are over 300 different types of vehicle in the game. And all are potentially deadly.



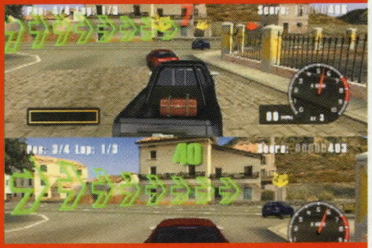
BANANA SPLITS: Expert cornering not only saves time but pull off a drift and you earn burnout juice too.



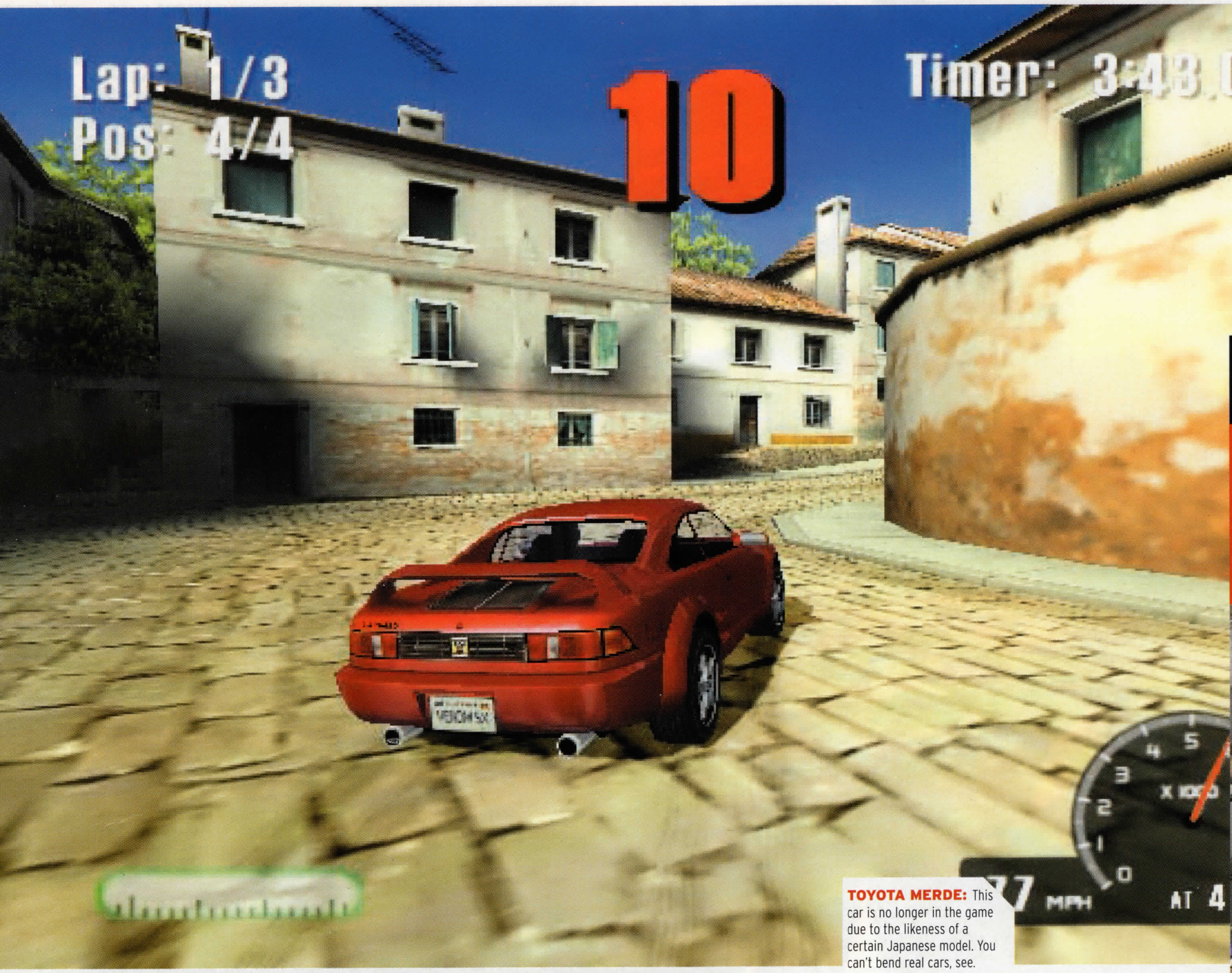
SKIDDY PANTS: Mind you don't take your eyes of your portion or you might end up mangled yourself.



TENSION INTERCEPTOR: *Burnout's* power-up system will have you taking crazy risks to get ahead.



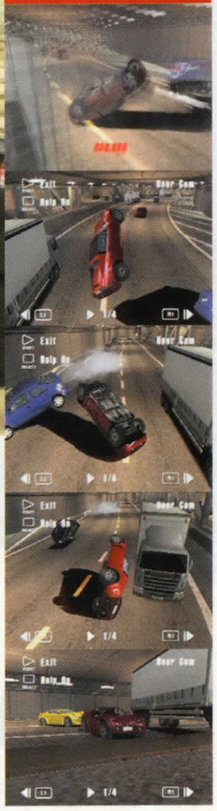
ELECTRIC AVENUE: Keep an eye on the flashing arrows ahead to avoid creaming into hard buildings.



TOYOTA MERDE: This car is no longer in the game due to the likeness of a certain Japanese model. You can't bend real cars, see.

GREATEST HITS

Like *Burnout*'s grisly crashes? At the end of every race the game serves up a selection of your most impressive crashes for replay. You then have full control of the playback direction, speed and camera angle. Ooooh, nasty.



"DESPITE BEING FACED WITH THE MOST NERVE-SHREDDING ENVIRONMENT OF ANY RACING GAME, EVER - YOU'LL CHOOSE TO TAKE EVEN MORE RISKS"

INSIGHT

- Burnout is by UK up 'n' comers Criterion. These are the same blokes responsible for the superb *Airblade*.
- *Burnout* started life as *Shiny Red Car* after the red roadster used in early versions.

your car even, eek… faster. Clever use of your burnout power will be required to win – especially in the later competitions.

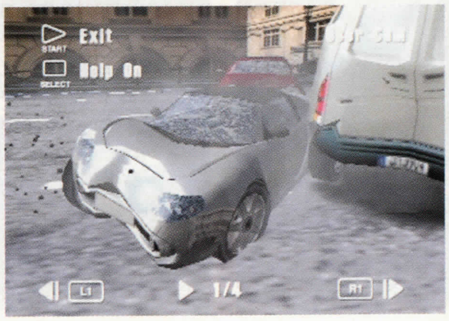
And so begins the delicious pain of *Burnout* – that is the balancing of the burnout versus the danger involved. The meter can only be triggered when maxed out, and it's only, slowly, filled when you either pull off a well-held drift, narrowly avoid another vehicle or race into oncoming traffic. The result is that – despite being faced with the most dangerous and nerve-shredding environment of any racing game, ever – you'll actually *choose* to take *even more* risks.

NICE RISK ACTION

The holy grail of burnout is the burnout into oncoming traffic. Not only is your speed doubled but you're earning valuable burnout juice with every metre you travel. Finish one burnout and the next is ready to fire, on and on and on… Until the inevitable happens and you're back to counting your arms and legs.

But the pain is not all yours. Your three AI opponents are happily as foolhardy and desperate as you are. See how they get the better of you at a corner only to plough pathetically into a wall. Watch how they attempt to slot between traffic and wind up in a concertinaed lump. Chuckle at their attempts to overtake as you shoulder them into an oncoming truck. Ouch.

Often the crunch happens off-screen. You'll sense an opponent approaching – their car clearly marked with a position marker – hear their distinctive engine above the background throb of traffic, then, as you get the better of them, hear a sickening wet crunch as their overtaking leads them into disaster a few feet behind. Ooooh. There's satisfaction – and there's *Burnout* satisfaction.



RETURN TO FENDER: Watch your lovely shiny car get bent out of shape time and time again with the superb Replay mode.

And so a simple, satisfying, tough, rewarding and strangely moving videogame is made. But one which will alter your life? One which will have you replaying for months to come? One which can be mastered and played like a Stradivarius by true experts? Certainly not. But one which offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held to your head.

After the relentless racking up of countless cars and cash in *GT3*'s real-athon, *Burnout*'s an experience every racing game fan must try. If this doesn't move you, you're dead already. **PSM2**

Burnout will be in cellophane and barrelling shelfward as you read these words.

BULLITT'S CHOICE

1 **GRAN TURISMO 3**
No crashes to speak of but bigger, longer, more absorbing gameplay for grown-ups

2 **BURNOUT**
How fast? massive impacts and arcade thrills set these wheels on fire.

3 **RIDGE RACER 5**
Sanitised arcade 'thrills' for 30-somethings. *Ridge* is U2, to *Burnout*'s The Strokes.

PSM2 VERDICT

GAMEPLAY
+ Intuitive structure and handling… and that burnout system
- Go left, go right, go fast, repeat until dead…

GRAPHICS
+ Imaginative tracks, show-stopping replays and effects.
- Some Paul Clarke-simple car designs.

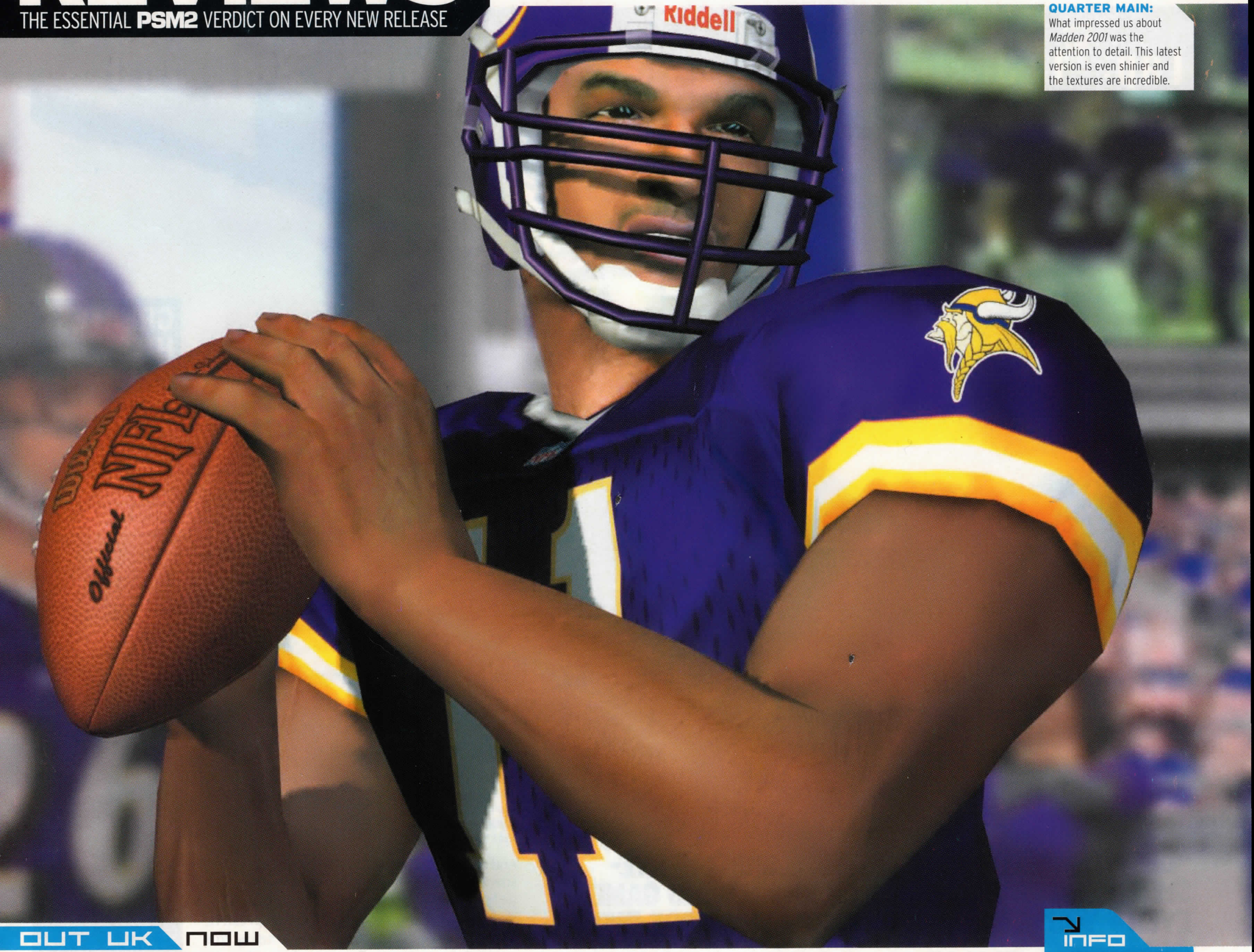
SOUND
+ Top surround soundtrack and context sensitive music.
- Crashes could be even crunchier.

LIFESPAN
+ Hard, fast and as addictive as Pringles
- Drive fast and win. And that's it.

OVERALL
An ideal foil to *GT3*'s smart-arsed sensibilities with all the thrills *Ridge 5* didn't deliver... and then some. The ultimate arcade racing fix.

88

INCENDIARY



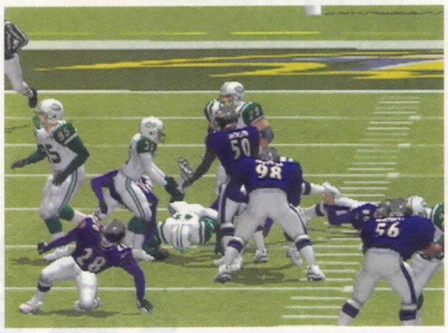
QUARTER MAIN: What impressed us about *Madden 2001* was the attention to detail. This latest version is even shinier and the textures are incredible.

OUT UK now

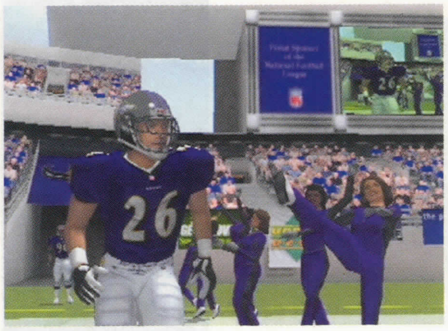
MADDEN NFL 2002

It's a 12-year-old heavyweight, and, dammit, it *just won't die*. The *John Madden* series slams onto PS2 for the second time, leaving us broken and mashed. But we're still smiling...

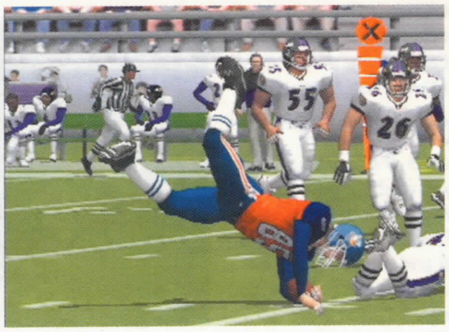
REVIEWER: Richard Owen



SLAM ON THE LAMB: The average game includes more body-checking and pile-driving mayhem than even *Smackdown!* can muster.



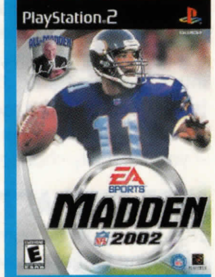
FOLLOW THE LEADER: Cheerleaders now make a welcome distraction, you can even unlock bonus babes by collecting Madden cards.



BUST-A-MOVE: Breakdance style acrobatics are meat and drink to these heavyweights. The impacts are worryingly authentic.

INFO

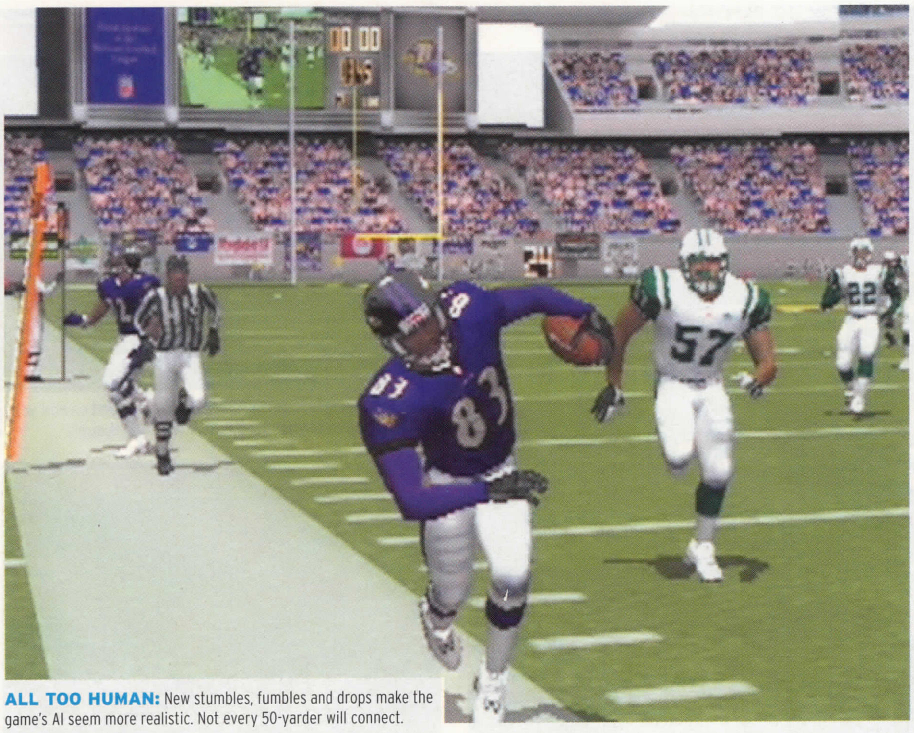
- **CODE TESTED**
  NTSC
- **DEVELOPER**
  Tiburon
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, DualShock 2, 8MB Memory Card.



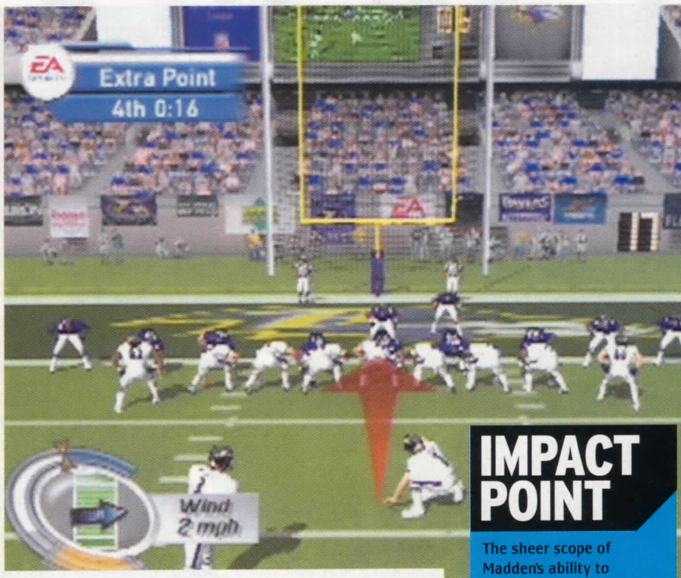
DETAILS

- **Exhibition, Season, Franchise, Tournament, Custom League, Practice and Situation modes.**
- **Create-A-Player and Create-A-Team facilities**

"FEW GAMES LOOK THIS GOOD"



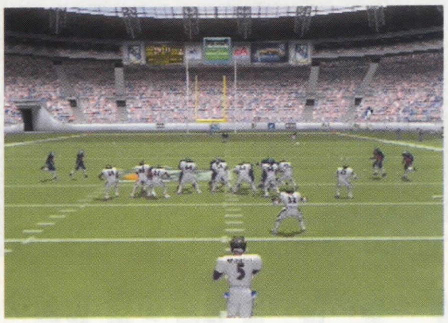
ALL TOO HUMAN: New stumbles, fumbles and drops make the game's AI seem more realistic. Not every 50-yarder will connect.



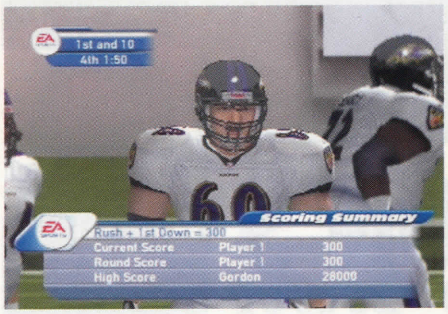
PUNT BLANK RANGE: Punts and spot kicks use a natty new power meter last used by EA in *Tiger Woods PGA Tour 2001*.

IMPACT POINT

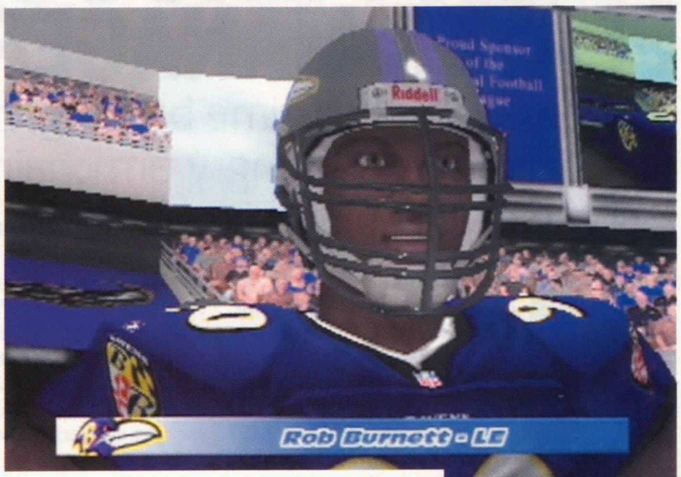
The sheer scope of Madden's ability to replicate the game on TV is simply startling. The camera angles alone would embarrass ESPN.



DOWN AND OUT: Graceful as the Bolshoi, the Ravens prepare for the snap. The play patterns are still as intuitive as ever.



BOOT CAMP: Two Minute Drill games inject some much needed excitement to this bruising, but protracted sport.



NEW FACES: Improved facial animations add some much-needed expression and realism to last years scarily wooden players.

EA's annual all-encompassing sports schedule has become something of an institution over the years. Some see it as the chance to re-invest in their favourite sports sim and tuck into those lovely new stats, plus the odd gameplay tweak. Others consider it a bit of Christmas turkey – the same dry taste year after year.

The truth, however, probably lies somewhere between the two. While EA are undoubtedly making the most of the festive season, for the most part their games are steadily improved and refined year on year. This latest *Madden* offering is a good case in point, as while it undoubtedly builds on last year's already excellent outing, it's hard work justifying shelling out for it all over again.

Madden 2002 plays almost identically to *Madden 2001*, albeit with a smattering of beefed-up facilities thrown in. An AI adjustment scale now allows novices to have their hand held by the computer as it takes care of receiving, running and blocking. Or lets experienced players control every aspect of their game themselves. A new golf-like kicking meter, makes punting an interesting challenge. Plenty of slicing and fluffs there, then.

"HELMETS CAN NOW BE KNOCKED OFF AFTER PARTICULARLY CRUSHING BLOWS AND PASSES ARE NO LONGER PERFECT SPIRALS EVERY TIME"

INSIGHT

In addition to lending his monicker to EA's flagship game, John Madden is also the face of the Ace Hardware chain of stores. His home cooked recipe for gumbo can be found adorning their extremely American web site at *www.acehardware.com/about/madden/madden.asp*.

Yeah, there're more game modes here than you can shake a cheerleader's SAT scores at, but most of them are virtually compulsory in NFL sims. One new feature that brings something fresh, though, is the Two-Minute Drill. This allows you to choose to play in an offensive or defensive position and try to earn as many points as possible within the set time limit. This wash-and-go style of play provides a much needed injection of fun into an otherwise deep and time-consuming experience. You don't have to worry much about a gameplan, just making as many successful plays as possible.

Visually there's more happening on-screen than ever before. The sidelines are packed with pneumatic cheerleaders, sidelined players, coaches, commentators and camera men. Detail-wise the players now sport facial expressions and eye movement, which amplifies the realistic look to an astonishing level. Helmets can now be knocked off after particularly crushing blows and passes are no longer perfect spirals every time – hurried, wobbling chucks have been included as well.

Madden NFL 2002 is undoubtedly the finest gridiron game yet, and surpasses last year's outing in almost every way. But is it still the best sports sim on PS2? Technically yes – few games look this good, have as much depth or are as true to the sport that they imitate. The USA's going ape over this latest version, but over here in Britain few of us *really* care for this most American of sports, and although the latest *Madden's* the most accomplished yet, it lacks the emotional appeal of something like *Pro Evolution Soccer*. As a result, putting five past the Germans in a videogame – never mind real-life – will always see us punching the air. Scoring the winner at a glitzy Super Bowl, however, will always pale in comparison, no matter how finely crafted the game. **PSM2**

If you're a fan of the big man, you can go first down with Madden right now.

MEAN MACHINE'S CHOICE

1 **MADDEN NFL 2002**
Getting progressively more like the real thing every year but not so inventive you'll buckle with joy.

2 **MADDEN NFL 2001**
A superbly crafted sports sim that's still worth looking at if you're strapped for cash.

3 **RUGBY**
Not quite as finely honed as its Yankee counterparts, but top stuff nonetheless. We dig those muddy shorts.

PSM2 VERDICT

GAMEPLAY
+ Solid combination of on-field skill and involved tactical plays.
- Subtle, rather than a radical, departure from *Madden 2001*.

GRAPHICS
+ Extra animations make this more realistic than ever.
- The showroom sheen sometimes looks too slick.

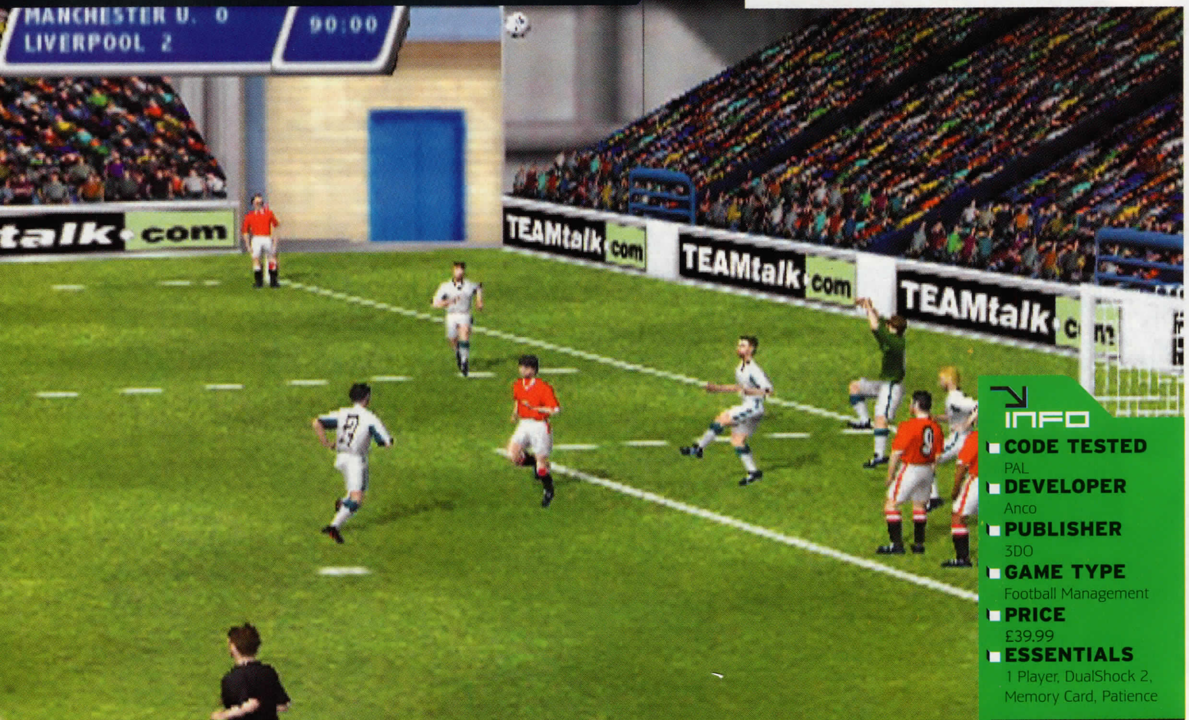
SOUND
+ More interesting, varied and appropriate than before.
- John Madden is still John Madden, and rarely fails to annoy.

LIFESPAN
+ Loaded with game modes and options. Great two-player blast.
- Those not smitten with gridiron fever will tire of this quickly.

OVERALL
Bigger and brasher than last year's offering in almost every way. If you own *Madden 2001*, it's definitely time for a trade-in.

87

YANKEE DOODLE



CASE FOR THE DEFENCE: Set-pieces are where the animations really work, rather than in the playground-esque open play.

OUT UK NOW

ALEX FERGUSON'S PLAYER MANAGER 2001

No hair-drying half-time bawling, but plenty of numbers for stat-hungry armchair wannabes. Just mind your blood pressure.

REVIEWER: David Harrison

He's charismatic, friendly to animals and smells great. No way is he a sour-faced moaner with no rational concept of time. Also, he's not above lending his name to a computer game for a few bob, and while we can't declare Alex Ferguson's backed a real winner, this is definitely no Massimo Taibi.

The exciting thing about *Player Manager* on PSone was that it gave you the chance to actually view the matches. Instead of watching possessions bars fluctuate – as in *Championship Manager* – it was real football. Well, it was only small pixelated men stumbling around a pitch, but, hell, *it tried*.

For PS2, it would be nice to say the visuals have leapt forward in a spectacular fashion, but we can't. Instead of pixelly little men falling over each over, you get slightly graphically smoother men fumbling about. Ah well.

SLICK AS A PARROT?

What Anco have managed to do is inaccurately recreate football in an unbelievably dull way when surely a more enticing proposition would've been to inaccurately recreate football in an *exciting* way. Er, right? Imagine rapid-fire passing or audacious flicks – things really worth watching rather than this mono-paced shambles. Your time's much better spent viewing the isometric Quick Watch or the top-down Scanner option, but flicking between all three is possible.

The beauty of all these options is that they give you a real grasp of where your team's succeeding and failing. By noticing where attacks break down or where your defence is being undone, you can change your tactics accordingly so that you always feel you're having an effect on the action.

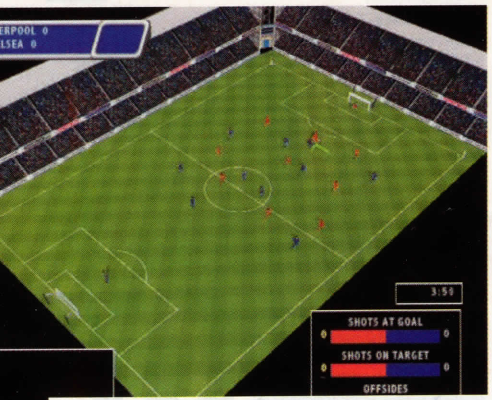
The game uses all the familiar players but takes a few liberties with the team names. As for accuracy in player stats there's room for different interpretations, but the important stuff is there – Owen's fast, Beckham can kick and Roy Keane eats people.

Obviously, these star players are difficult to lure to your fledgling side, so the next trick of the game is balancing stats and available funds for quality, value-for-money alternatives. Your PlayStation 2'll cope well with the loading times, but navigating the option-heavy menus takes some getting used to, especially using a DualShock 2. You want the right stats in front of you and you want them immediately. Especially when you're looking for new talent. General searches are fine but when it come to finding specific players it all gets a bit fiddly.

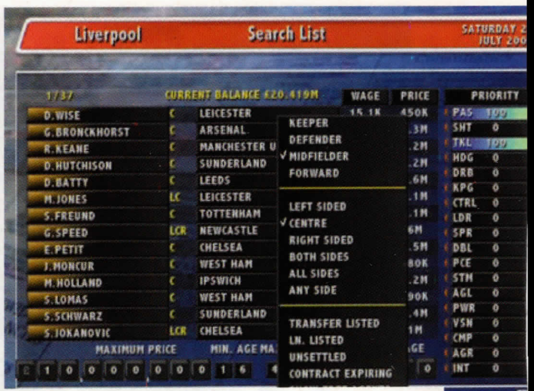
NET GAIN

As the first footy management game on PS2 it's a standard-setter, and while it's a standard that'll be surpassed games like *LMA* had better come out fighting, or Fergie'll cause an upset. *AFPM 2001*'s by no means perfect, but it's so loaded in stats, and surprisingly responsive for a management sim, that a lot can be forgiven. **PSM2**

You can get on top of your game with Fergie right about… now.



WIDTH AND PACE: Take a break from the chundering action with a quick look at the speeded-up Scanner option.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S.JOKANOVIC	LCR	CHELSEA		1M

PRIORITY	
PAS	100
SHT	0
TKL	100
HDG	0
DRB	0
KPG	0
CTRL	0
LDR	0
SPR	0
DBL	0
PCE	0
STM	0
AGL	0
PWR	0
VSN	0
CMP	0
AGR	0
INT	0

MAXIMUM PRICE £ 1 0 0 0 0 0 0 0
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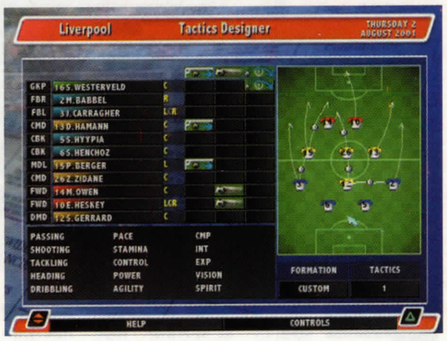
GAFFER TAKE: Filling those positions will depend on how you cope with the awkward transfer interface and tricky controls.


Liverpool Tactics Designer THURSDAY 2 AUGUST 2001

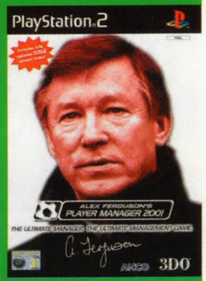
GKP	16 S.WESTERVELD	C
FBR	2 M.BABBEL	R
FBL	3 J.CARRAGHER	LCR
CMD	13 D.HAMANN	C
CBK	5 S.HYYPIA	C
CBK	6 S.HENCHOZ	C
MDL	15 P.BERGER	L
CMD	26 Z.ZIDANE	C
FWD	14 M.OWEN	C
FWD	10 E.HESKEY	LCR
DMD	12 S.GERRARD	C

FORMATION: CUSTOM
TACTICS: 1

KICK 'N' RUSH: You can link play, designate roles to individual players and generally tinker until your heart's content.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Anco
- **PUBLISHER**
  3DO
- **GAME TYPE**
  Football Management
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card, Patience


PlayStation 2
ALEX FERGUSON'S PLAYER MANAGER 2001
THE ULTIMATE MANAGER THE ULTIMATE MANAGEMENT GAME
A. Ferguson
ANCO 3DO

DETAILS

- **Over 850 European teams to flick through.**
- **More than 11,000 recognisable players.**
- **Player stats comprising of 22 separate criteria.**
- **Three match action options.**
- **Detailed contract clauses.**

INSIGHT

- **It hasn't always been ice cream and flowers for Fergie. In his third year at the club the fans were calling for his head and he was only saved by an FA Cup run.**

BIG RON'S CHOICE

1 **THEME PARK WORLD**
Experience the ups and downs of the pleasure park business with this hefty sim with frosted topping.

2 **ALEX FERGUSON'S PLAYER MANAGER 2001**
Hard-working, some nice highlights but pretty ugly... like Robbie Savage.

3 **GI JOCKEY 2**
Koei's horsey game. More fun than the trots. Just.

PSM2 VERDICT

GAMEPLAY
+ Makes you feel that you can make a difference. That's special.
- Each week becomes all too familiar all too quickly.

GRAPHICS
+ Um… Patrik Berger's ponytail?
- The menus aren't the prettiest and the action's a letdown.

SOUND
+ Tackles are accompanied by a pleasant crunch and girl-like yelp.
- This is no Miami Sound Machine of ear pleasing effects.

LIFESPAN
+ Tons of stats to trawl through, you can get lost in pre-season.
- Negotiating the menu screens may try your patience.

OVERALL
Much like the man himself – thorough and insightful but also guaranteed to get up your nose after a while.

65

MID-TABLE

HONOUR
FEAR
DETERMINATION
AGGRESSION
DESIRE
REVENGE
EXHILARATION
IMAGINATION
POWER

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PAL

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OUT UK NOVEMBER

SILENT HILL

"IT SUCKS YOU IN AND SPITS YOU OUT CONFUSED AND EMOTIONAL"

SILENT HILL 2

"A GRUELLING EXPERIENCE"

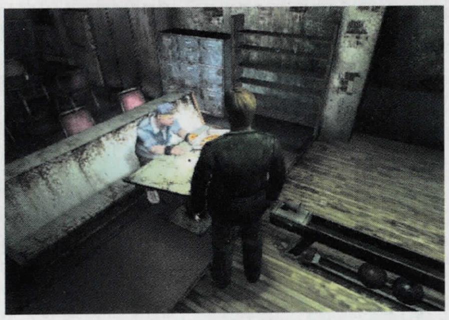
Bleak, atmospheric and emotionally arresting – Konami's flesh-tingling masterpiece takes storytelling to new heights, and gives survival horror for a long-overdue lesson in subtlety. Don't fear the dark, you only have to fear the future of videogaming… **REVIEWER:** Dan Dawkins

You're going to hate your first hour with *Silent Hill 2*. Hate. You'll be meandering through deep fog, waiting, begging, *longing* for something exciting to happen, crying invisible tears on the empty streets with your finger wedged on the Run button. Then, almost inexplicably, it happens. *Silent Hill 2* sucks you into its dirty world, steals your breath, batters your senses and spits you out confused and emotional. You've lost 11 hours of your life and don't regret a second. You won't remember when, where or how, but somewhere along the line Konami's adventure transforms from a mundane slog into the most powerful game on PS2.

Like visiting the dentist, doing the dishes or exercising, *Silent Hill 2* is a gruelling experience that you'll thank yourself for taking on. It isn't always fair, it isn't always logical and isn't always fun, but every time you nail a puzzle or inch that little step closer to the truth, you'll flush with a rich sense of satisfaction. Dissected and objectively considered, Konami's game is flawed, frustrating and contrived, but as an experience – as a *whole* – it's one of the most emotionally engaging games in existence. More than any PS2 title to date, it blurs the boundaries between film and console, smashing the perceived limits of videogaming.

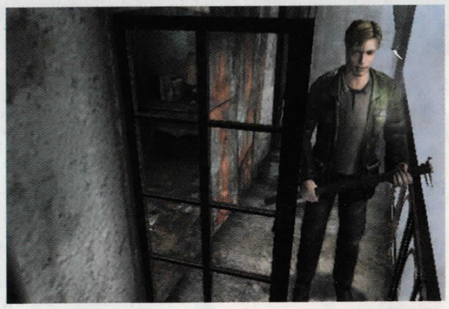
"FLAWED, FRUSTRATING AND CONTRIVED, BUT AS AN EXPERIENCE – AS A WHOLE – IT'S ONE OF THE MOST EMOTIONALLY ENGAGING GAMES IN EXISTENCE"

Essentially, the mechanics are staple *Resident Evil* with a smattering of lateral-thinking puzzles. Our hero flounders around the foggy streets searching for maps and the keys to locked buildings. The camera angles are annoyingly 'forced' to heighten the suspense, while the menu system wouldn't look out of place in a seven-year-old PSone game. Monsters are routinely dispatched and the boss battles fail to innovate. In short, it's nothing we haven't seen before. But it's still the most compelling game on PS2.



BOWLED OVER: The cut-scenes blend seamlessly into the in-game action - you can stroll around Eddie as he munches his pizza.

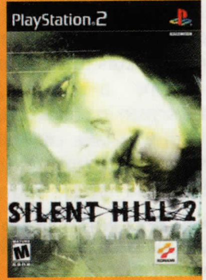
Why? Because the atmosphere dwarfs the inadequacies like a raging inferno. You'll become so immersed in the haunting scenario, that the control system melts harmlessly into the background. The mechanics feel familiar, because Konami *want* them to feel familiar. Without the▸



PANE OF DEATH: Note the shards of broken glass in the adjoining room - the incidental details are consistent and exhilarating.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  KCET
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Horror
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory Card

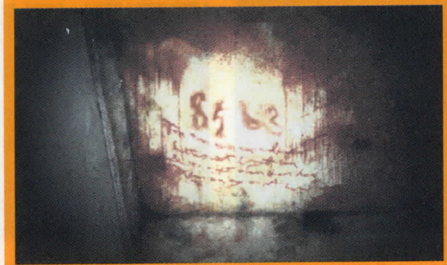


DETAILS

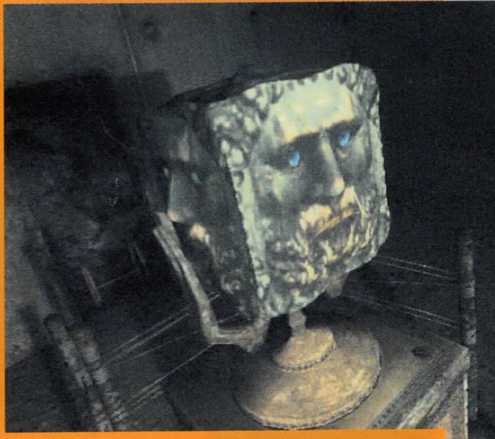
- Causal plot-development, with multiple endings and incentives for repeat play.
- Seamless integration between cut-scenes and in-game graphics.
- Compression system allows for 20+ game saves, with options to disable subtitles and adjust screen brightness.
- Uses Sony's S-Force 3D technology to produce 3D sound from normal stereo speakers.
- Four action difficulty and three puzzle levels

BRAIN AND SUFFERING

Yes, you'll be inserting brown keys in brown doors, but the puzzles are usually more oblique. In one situation, you've got to arrange three coins in sequence by solving cryptic rhymes: "Silent and empty, heartless and fearless, beside him sits one who knows, the place of the servant is next to the throne." Mercifully, you can set the puzzles to Easy, Normal or Hard difficulty at the start of the game. The snake coin goes where again? Aargh, m'brain.



BLOOD BOTHER: Clues are often found away from the scene of the puzzle - keep your eyes peeled for tell-tale signs.



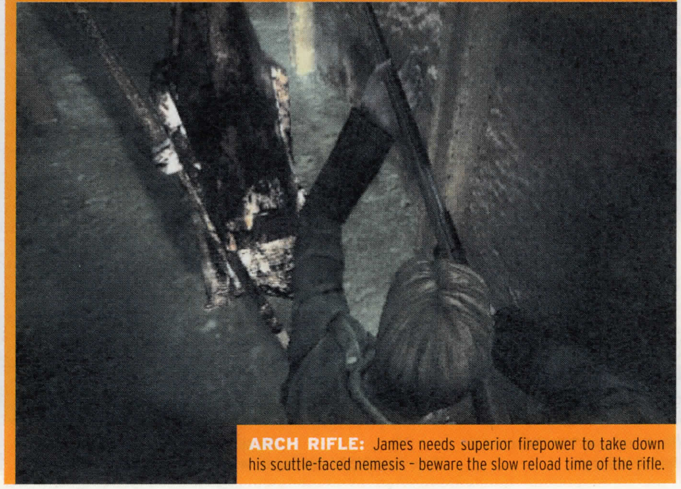
CUBIC DEMENTIA: Six sides, three different colours, and full three-dimensional movement - what does this cubic puzzle mean?

STARE CASE: The adventure begins with our hero recalling the events that brought him to Silent Hill. The glorious pre-rendered scenes were drawn by hand, not motion-captured.

GUNS AND RIFLES

Chinese burns and a stern word? Not likely. James' first weapon is a plank o' wood covered in rusty nails. When you tire of bludgeoning, you'll be keen to upgrade to the low power, fast action pistol. As the adventure progresses James will pick up the wide-range shotgun and a slow-reload, ultra-powerful hunting rifle. Ammunition is plentiful, but it's often better to evade your foes than tackle them head on.

GUNNING FOR GORY: A few handgun shots will take down the standard foes - finish them off with a boot to the head.



ARCH RIFLE: James needs superior firepower to take down his scuttle-faced nemesis - beware the slow reload time of the rifle.

►challenge of cumbersome joypad movements, you can dive head first into the twisting narrative and gorge on the eye-blistering graphics. Imagine *Resident Evil* with rarefied atmospherics and a flesh-tingling level of surreality.

Your perceptions are consistently subverted. In the first cut-scene, our hero James Sanderland is peering edgily at his reflection. Leaning slowly forward, he casts his hands over his eyes in disbelief. Seamlessly, the camera cuts to in-game graphics and James begins a haunting monologue. You stare at the screen in shock. Has the game really started? Can you take control? Unbelievably, yes. James is struggling to distinguish between fantasy and reality. You're struggling to discern between the in-game graphics and the cut-scenes. The synergy is startling. The on-screen events have literally and figuratively confused your senses.

The sensory integration lures you in. When James sustains heavy injuries the pad throbs to reflect his pulsing heart rate. After a lengthy sprint he'll audibly and visibly pant to reflect the exertion – as will any CPU characters who may've been following him. In one situation, you'll hear a distant scream and – as feared – find blood glistening on the road ahead. In another, you'll watch squeamishly as James reaches his arm into a dark hole, balking as the pad buzzes to indicate a presence. However surreal or disturbing the events, the portrayal is always consistent with your senses.

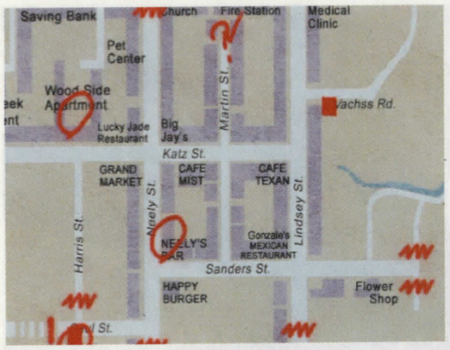
Fear is created by subtly manipulating your expectations. In one scene, you enter a seemingly deserted room with an TV in one corner. Suspecting nothing, you advance up the corridor

LIGHT'S GO CRAZY: Eddie is one of the most confusing characters - swinging between fearful lucidity and crazed ramblings.

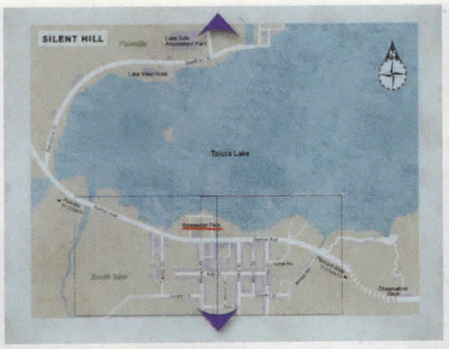
"WHEN JAMES SUSTAINS HEAVY INJURIES THE PAD THROBS TO REFLECT HIS PULSING HEART RATE. AFTER A SPRINT HE'LL VISIBLY AND AUDIBLY PANT"

INSIGHT

The game's Director Akihiro Imamura cites influences from David Lynch and Japanese horror novelist Yoko Seishi. His aim was to scare gamers mentally and spiritually, not just visually.



BILLIE THE GRID: Press ⊗ to zoom in and inspect the map - James will highlight key locations as the game progresses.



MAPPER'S DELIGHT: Tap Ⓐ to access the full city map, using the D-pad to scroll around and investigate the optimum route.

CHAIN AND SUFFERING: The camera angles are deliberately selected to limit your view and heighten the tension.

"COLLAPSED FOES SLITHER LIKE WET FISH, WHILE CORRIDORS ECHO TO DISTANT KNOCKING AND THE THUNDEROUS RATTLE OF ELEVATORS"

and hear a blood-curdling cry. When you return to the TV room, the screen's crackling with static and gruesome bloodstains cover the floor. A man's slumped on the chair. You can't seem him, but you *know* he's dead. You don't see the injuries, but the implications are horrific. However barbaric the suggestion, the game rarely resorts to shameless gore – like David Fincher's harrowing Se7en.

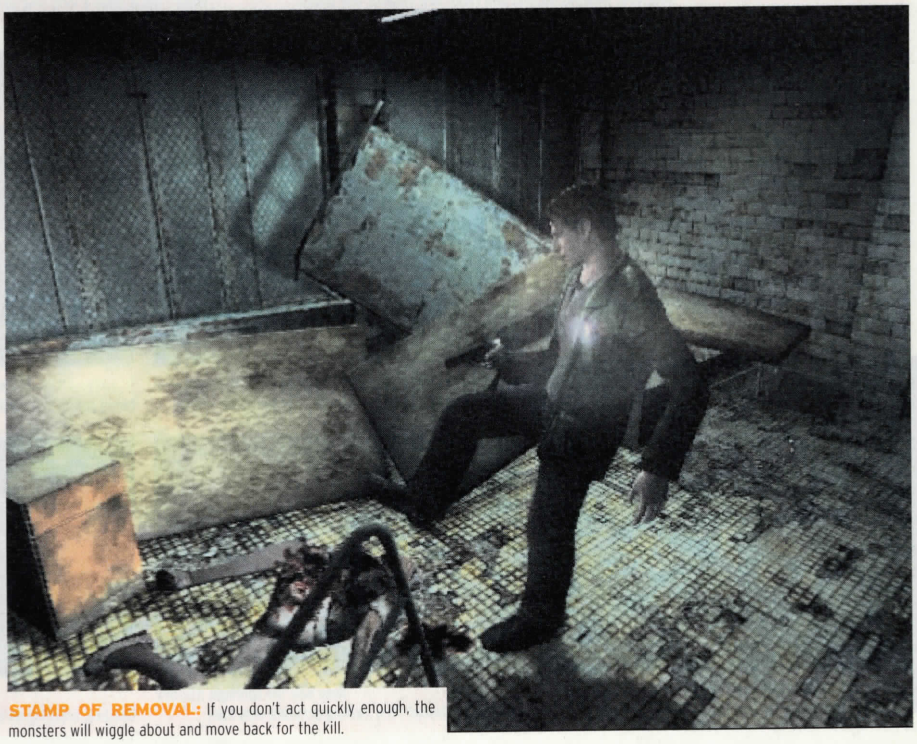
REALITY'S A STATE

The use of sound is chilling. Your portable radio crackles with static when an enemy draws near – heightened by the restricted camera angles. Collapsed foes slither like wet fish, while corridors echo to distant knocking and the thunderous rattle of elevators. The music isn't evil, just downbeat and off-key – a bittersweet surrealism. When James is attacked in the hospital, he awakes in a 'dark' version of reality – the transition highlighted by warbling mellotrons and driving rain.

The game is oppressively dark, with reams of identical streets and featureless corridors. Without consistently referring to the map, you'll wander around aimless and frustrated. The effect is deliberate – a shameless ploy to create fear and confusion. It's frustrating, because the game is essentially linear, but you'll never get truly lost ▶

IMPACT POINT

The main baddie, ol' scuttle-face is, erm... 'experimenting' with some monsters. James hides in a cupboard and watches the terror unfold. When he spots you, your heart will leap out of your chest. He can't see me, can he? Eek.



STAMP OF REMOVAL: If you don't act quickly enough, the monsters will wiggle about and move back for the kill.

THE LOST SOULS

There's still a few 'normal' folk tottering about Silent Hill who don't seem to mind the odd blood-soaked street or slithering monster. These mysterious characters hold the key to Mary's re-appearance. Can you handle the truth?

JAMES: The main protagonist who arrives in Silent Hill after receiving a letter from his dead wife. Seems remarkably unperturbed by the general level of horror, but likes frowning.

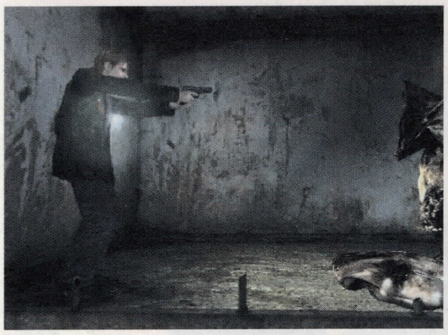
MARY: James' dead wife. She appears in flash-backs smiling affectionately and coughing like a wounded bear. How did she come back to life? Where is she hiding? So many questions...

ANGELA: The first character you meet. She's in Silent Hill searching for her mother - though we're never told why. Her story is mysteriously linked to that of your own.

LAURA: A bizarre little girl who wanders around the town singing nursery rhymes and shouting about Mary - turns out they were friends at the Silent Hill hospital. She's the key to the mystery.

EDDIE: A fat bloke who likes pizza and shooting dogs. Second time you meet him his head's plugged down the toilet and he's mumbling about someone 'who made him do it'. Quite an enigma.

MARIA: The most mysterious character of all, and the spitting image of your dead wife Mary. She keeps turning up and making saucy suggestions. Is this Mary? Can she be trusted?



LINE OF FRIGHT: Hold R2 to draw your weapon and unleash molten hell - the forced camera invites you to listen for the impacts.

MARIA SCARY: You first meet Maria on the foggy riverside, but it isn't until late in the game that her role becomes clear.

EXERCISE JIM: If you force James to run about for too long, he'll pant for breath and the pad throbs to indicate his suffering.

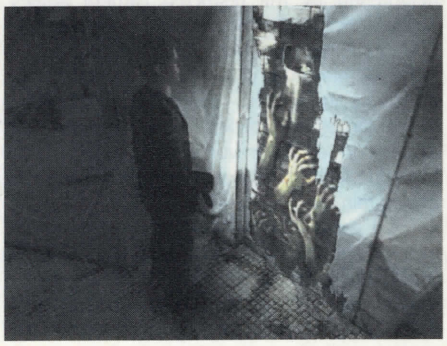
▶ because the developers steer you in the right direction using a well-placed broken road or cut-scene. Perhaps intentionally, the featureless trudging heightens the elation of discovering key locations. Compared to the foggy streets, the character-driven scenes burn with compelling intensity.

The story is refreshingly abstract, delicately spun with fraught narrative and teasing discoveries. As the adventure unfolds, James crosses the boundaries of sanity, tackling his inner demons and the remaining inhabitants of Silent Hill. Nothing is what it seems, nobody can be trusted, and the plot gently spirals to its deliciously twisted conclusion.

CONUNDRUM SOLO

The puzzle sections are equally confounding. There's the usual key collection problems, but some of the more obscure riddles can't be solved without pen, paper and some gratifying lateral thought. In one situation, you've got to manipulate a 3D cube which – although you won't realise it – transforms events in another room. To say more would spoil it, but when the solution pings into view like a cartoon light bulb, you'll experience joy and shame in equal measure.

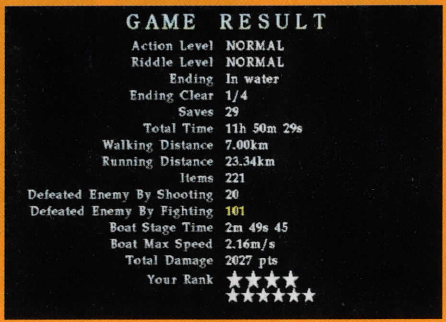
The combat element is less inspiring – lending heavily from *Resident Evil*. Hold R2 to raise your weapon and dispatch molten death to the advancing goons – then perform a running



ARM AFRAID: The dark world is a twisted, alternative representation of reality, opening up previously unseen areas and objects.

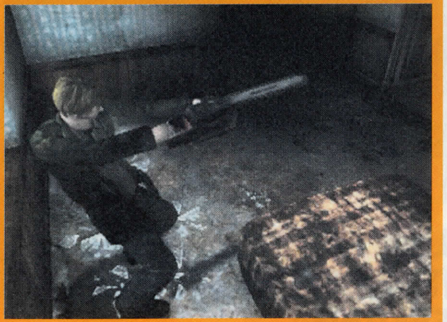
THE NIGHTMARE CONTINUES

Completing *Silent Hill 2* is only the beginning. Replay the game to try for one of the five alternative endings – 'Dog', 'Leave', 'Maria', 'In Water' or 'Rebirth'. Clues to each ending are scattered throughout the game. It sounds gruelling, but the original conclusion is so mysterious you'll be desperate to learn the truth – and you can always skip the cut-scenes second time out. Oh, and on your second go, you're given a gas-powered chainsaw. It's payback time...



```
                GAME  RESULT
                Action Level  NORMAL
                Riddle Level  NORMAL
                      Ending  In water
                Ending Clear  1/4
                       Saves  29
                  Total Time  11h 50m 29s
            Walking Distance  7.00km
            Running Distance  23.34km
                       Items  221
  Defeated Enemy By Shooting  20
  Defeated Enemy By Fighting  101
             Boat Stage Time  2m 49s 45
              Boat Max Speed  2.16m/s
                Total Damage  2027 pts
                   Your Rank  ★★★★
                              ★★★★★★
```

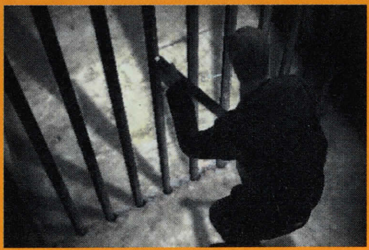
SCORED WITLESS: You're encouraged to replay the game, to beat your existing records and claim new endings and prizes.



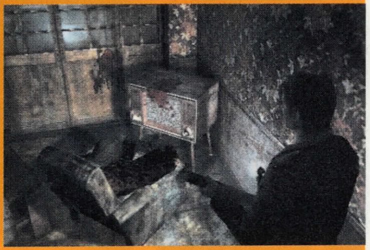
BED SAW: The chainsaw will fell monsters in one head-cleaving swipe - but it takes a long time to power up and steady yourself.

GRAPHIC VIOLENCE

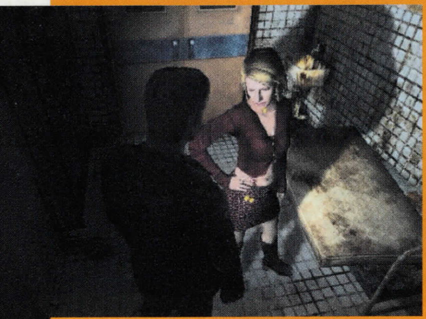
The graphics are astounding. Fog shifts in sweeping volumetric patterns, shadows warp and lengthen while monsters look authentically slimy and organic. When you collect the spotlight, the beam sears through the darkness and reflects authentically off each surface – the marble busts cast a blinding sun spot. The use of depth and shadow is consistent, creating a terrifying illusion of solidity. Surfaces look hard, blood looks wet and monsters look deadly – it's a milestone in real-time graphics.



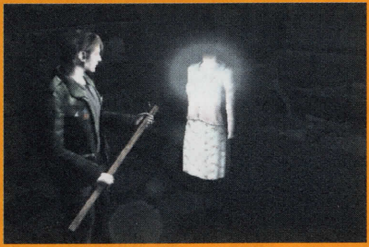
GRIM SHADY: As you move towards the bars, the shadows skew and alter in length - an incredible effect.



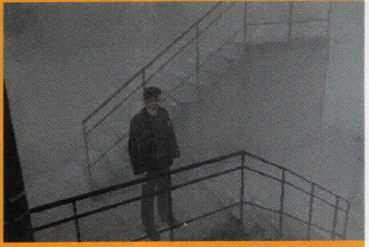
TV NASTY: The screen crackles with fuzz, while the blood splats look chillingly fresh - a powerful scene.



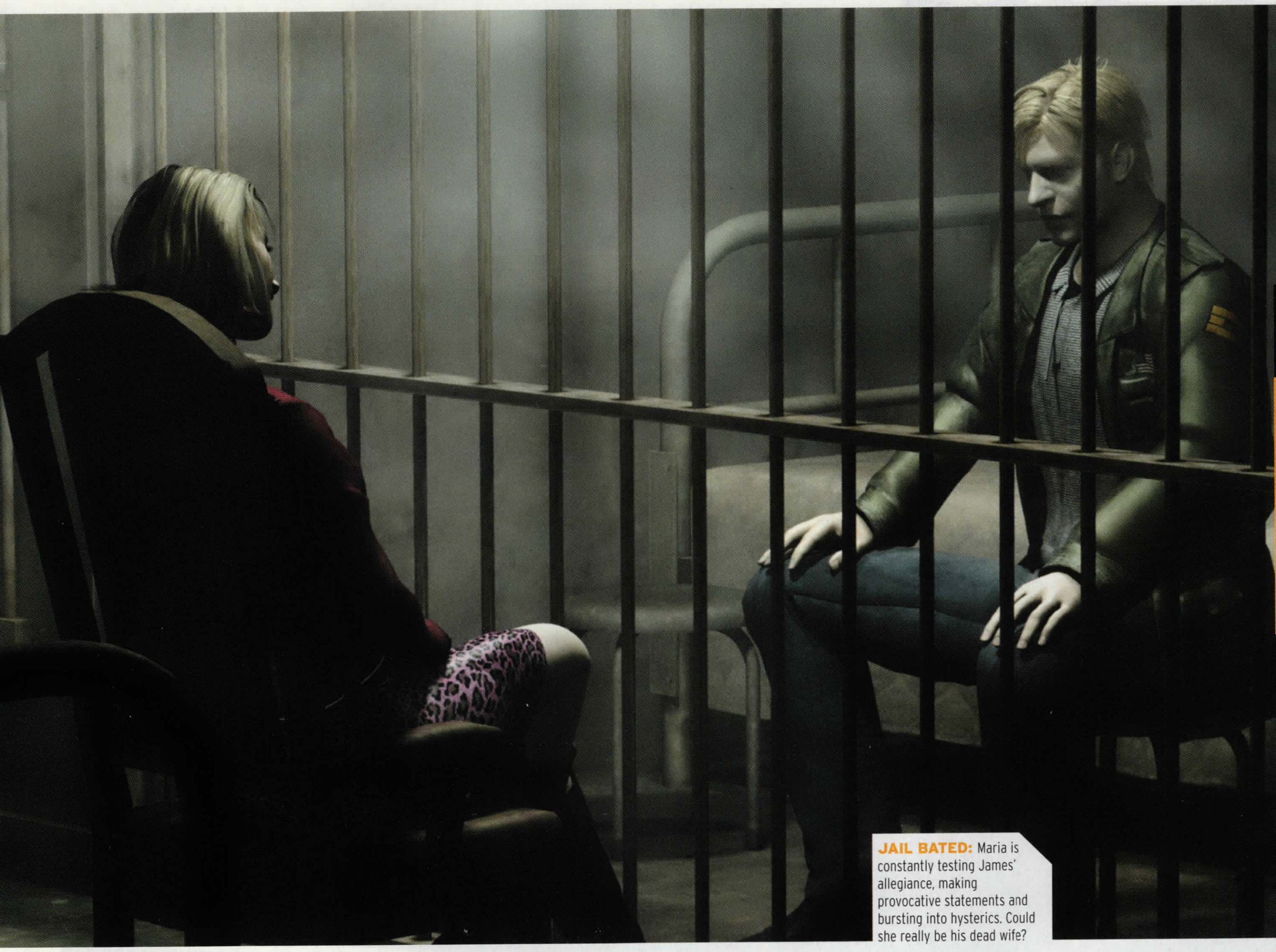
HIP SERVICE: Unbelievably, this isn't a cut-scene - the detailed character models will melt your brain.



BLOUSE OF GLORY: Note how the spotlight moodily reflects off James' face, casting accurate lens flare.



DRIVING MIST, CRAZY: The fog shifts in chunky swathes, creating an oppressive, claustrophobic feel.



JAIL BATED: Maria is constantly testing James' allegiance, making provocative statements and bursting into hysterics. Could she really be his dead wife?

IMPACT POINT

The shadow casting is a technical marvel. You can spend ages just walking back and forth lengthening and warping the charcoal rays. Take Maria's shadow, for example. Shadow goes big. Shadow goes small. Maria goes big. Maria goes... well, you get the picture. The shadows perfectly mimic Maria's hand movements. Jaw-popping.

"THE GRAPHICS ARE SO INCREDIBLE, THE CUT-SCENES SO SEAMLESS, THAT IT'S IMPOSSIBLE TO SEPARATE THE STORY FROM THE GAMEPLAY"

INSIGHT

The developers have confirmed that if *Silent Hill 2* gets a good reception, they'll be forced to consider a sequel. On this evidence, the series is certain to return.

drop kick to keep them down. While the monsters might look disturbing – a bloody, misshapen, mucus-covered bunch – they're not genuinely deadly. Playing on normal monster difficulty, we only died once in the whole game. Most foes trundle towards you at snails pace and, instead of mauling you like a scorpion, emit a quiet fart of toxic gas. There's nothing to rival the pad-snapping tension of *Resi*'s one-hit kill Hunters – and enough medipacks to stop you dying of guff wounds.

From a point of distance, *Silent Hill 2* looks clumsily flawed. Progression is essentially linear, so the developers have padded the game with tiresome trudging and superfluous locations. It might be atmospheric, but you'll hate the rigmarole of checking every single door in every single corridor. Quite often, you'll *know* an object exists and will resent being forced into protracted exploration to find it. The enforced camera angles are frustrating – particularly on the empty streets – and hamper some of the boss battles. The perpetual darkness *is* depressing.

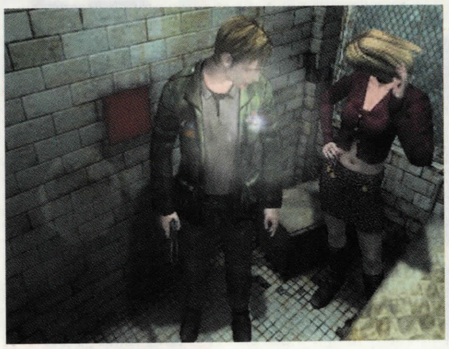
Silent Hill 2 is much more than the sum of its parts. The graphics are so incredible, the cut-scenes so seamless, that it's impossible to separate the story from the gameplay. Would a film review focus on camera placement? Of course not. The standard of presentation is so high, it can focus on the movie's emotional impact. More than any game in history, *Silent Hill 2* deserves to be judged by the same criteria. At times, you're forced to drop the pad and pay homage. The character models are *so* good, the lighting *so* consistent, that allowing for artistic licence, you wouldn't want the game to look any better.

HELL OF A TWIST

It's a milestone experience which blurs the boundaries of conventional entertainment. A crowd of onlookers gathered to watch the game's concluding scenes, and walked away discussing the ending like they would a movie – mulling over the ambiguities and moral issues. Those seeking pure horror will be disappointed – it isn't as scary as you've been lead to believe. Much like The Blair Witch Project, *Silent Hill 2* gets under your skin; gnawing your sanity like a dripping tap, prickling your senses like foil on a filling. The terror is subtle, relentless and understated, playing on the recesses of your imagination.

Silent Hill 2 isn't for everyone. It's slow, flawed and bleak. We didn't want to play it, spent large periods cursing the empty streets and didn't once jump out of our seats or look away from the screen. But we were terrified. Because if we hadn't given *Silent Hill 2* a chance, we'd have denied you the most powerful experience on PS2. **PSM2**

Konami's milestone horror will be traumatising UK gamers from November.



RED OR DEAD: Use the wall-mounted scarlet squares to save your progress - the memory card lets you hold up to 20 game save positions.

DAVID FINCHER'S CHOICE

1 **SILENT HILL 2**
The astounding atmospherics tear your emotions, eclipsing the underlying linear structure.

2 **ONIMUSHA**
Neat puzzles and dynamic graphics are betrayed by insubstantial length.

3 **RESIDENT EVIL CODE: VERONICA X**
Capcom's survival horror provides polished thrills and relentless action.

PSM2 VERDICT

GAMEPLAY
+ Oblique, with rewarding puzzles and solid exploration.
- Uninspired battling and too much wandering about.

GRAPHICS
+ Incredible lighting, shadowing and depth. A milestone.
- Enforced camera angles. Oppressively dark.

SOUND
+ Haunting, perfectly integrated atmospherics.
- Occasionally weak voice-overs.

LIFESPAN
+ Eleven heart-stopping hours, with incentives for repeat play.
- The story isn't compelling second time out.

OVERALL
A masterpiece of storytelling. If you can accept the short duration and swallow the bleak veneer, the emotional impact is unrivalled.

88

UNSETTLING

LIVERY ON THE EDGE Up-to-date teams and drivers make sure you get into the action.

OUT UK NOW

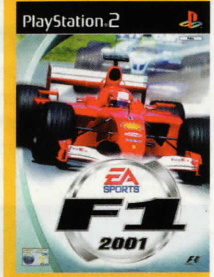
F1 2001

EA's determined to set the record straight with its latest championship contender. But can they really steal the silverware from Sony's Liverpool contingent?

REVIEWER: Duncan Baizley

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 Players, MultiTap 2, DualShock 2, Memory Card

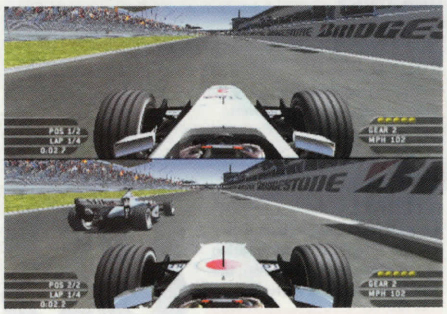


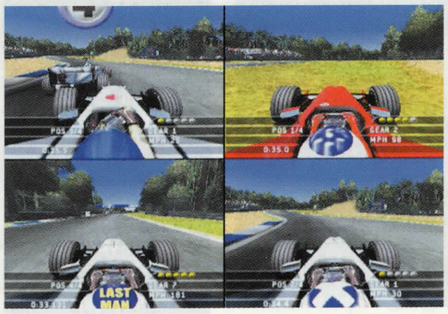
DETAILS

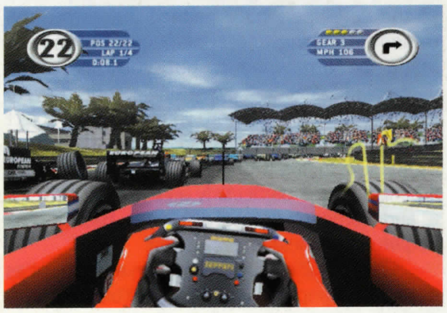
- Challenge mode provides an alternative to pure circuit racing.
- Plenty of modes, including Single Race, Custom Championship and Full Championship.
- All the teams and drivers of the 2001 season.
- Multi-player with support for up to four players.
- Excellent variable weather system adds to the realism..

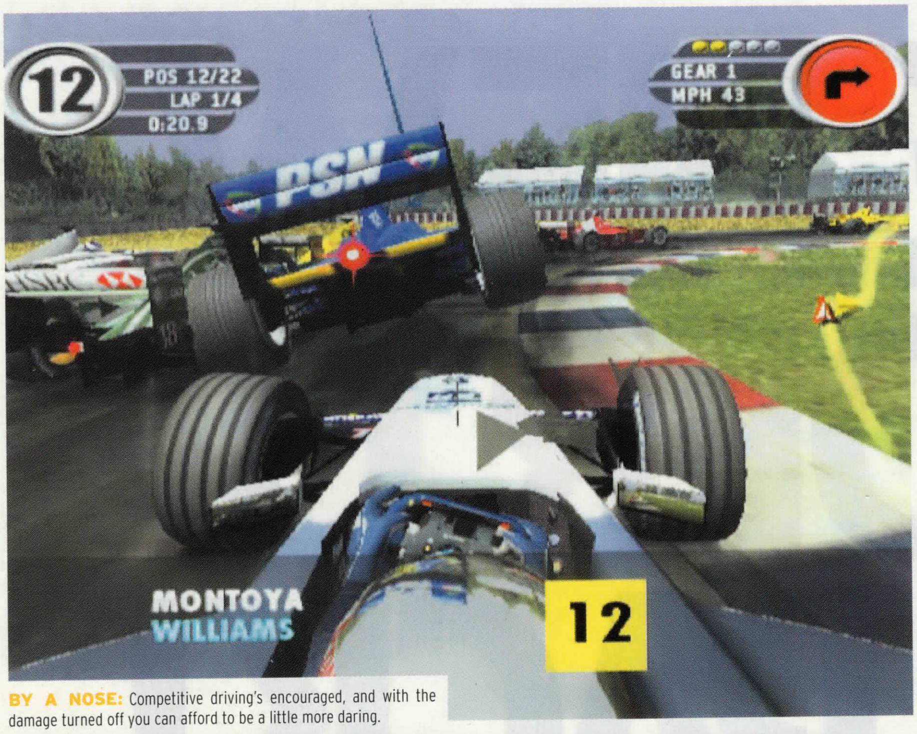
Another season, another seemingly effortless world championship title for Michael Schumacher and another predictable F1 release? Well... not quite. Smarting from the scorn poured on *F1 Championship Season 2000* by the press, EA have gone back to the drawing board in an attempt to steal back some of the punters from SCEE's excellent – if somewhat problematic – *Formula One 2001*.

The question is, how do you re-invent what is essentially just driving around endless laps of a track at 200mph? The answer, of course, is that you can't. Not really. The most you can do is try something a little different, offer that bit extra that others don't. And this is exactly what *F1 2001* sets out to do.


SPLIT AFFINITY: The two-player option keeps things moving at an admirable pace - no sign of slowdown here.

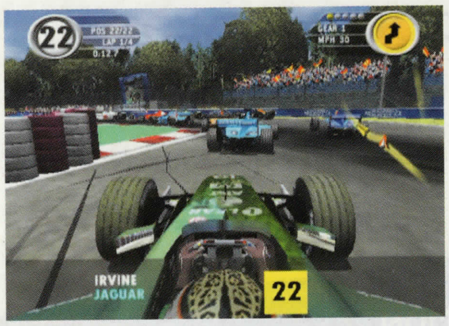

LAST MAN STANDING: One of the four-player options includes an entertaining 'last one at the end of each lap is a loser' option.


FRANKLY, MY STEER: The in-car view's impressive, with neat animations of fingers flicking through the gears.



BY A NOSE: Competitive driving's encouraged, and with the damage turned off you can afford to be a little more daring.

"THE NOVICE OPTION IS MUCH MORE FORGIVING AND YOU CAN GRACEFULLY EASE YOURSELF IN WHILE STILL GETTING A TASTE FOR GLORY"



HELMET COOL: Although it falls short of *Formula One 2001*'s high standards there are still some smart effects. EA like shiny helmets.

The main difference between this and its predecessors lies in the Challenge mode.

Like *Gran Turismo*'s licences, you complete a series of tasks before you can take part in the race proper – the Grand Prix mode, based on the 2001 season. While this is unlocked after the first set of challenges is passed, further progress is needed to open up options within it. This includes a team-mate challenge, in which you need to beat your team-mates in all the different cars, and custom championships, and pick the tracks for inclusion in the full championship.

A rewarding and enjoyable method of learning how to control these refined speed machines, the challenges range from using the launch control and different tyre compounds, to efficient braking and pit stops. They prepare you for the task ahead, which is just as well, as in full simulation mode *F1 2001* is a challenge of monumental proportions, with convincing opponent AI making things all the more difficult.

Winning the championship on this setting requires an obscene amount of time and patience, but thankfully the Novice option is much more forgiving – you can gracefully ease yourself into proceedings while still getting a taste for glory.

INSIGHT

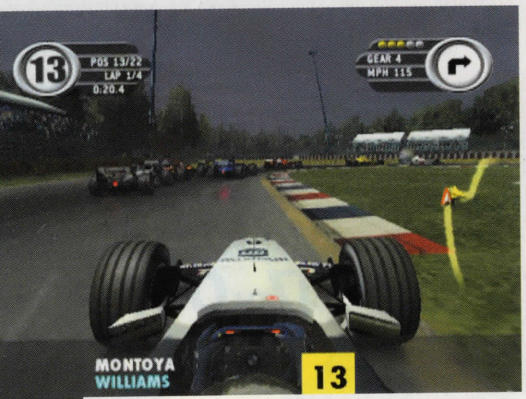
Formula One racing is defined (among many other specifications) by the stipulation that the car and driver must weigh at least 600kg, with a maximum cylinder capacity of three litres and must not use superchargers.

HAIL AND PACE

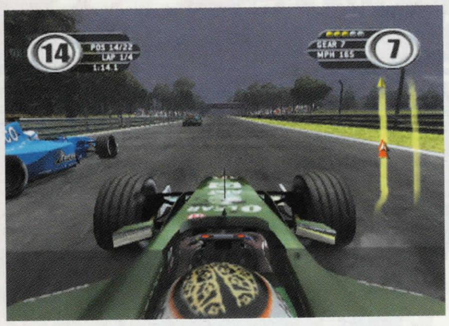
Graphically, *F1 2001* is very solid, if not quite as polished as SCEE's title, with an impressive draw-distance, several decent viewpoints and a steady frame-rate giving an appropriate sensation of speed. Particularly noteworthy is the variable weather system – you can start a race in bright sunshine, only to see the skies darken and illuminate with lightning as a heavy storm rolls in. Support for up to four players – with a straight race option backed up by time trial and a tag team game, amongst others – round off the package, ensuring *F1 2001* is a major improvement over EA's last offering. A little ingenuity does go a long way.

The challenges provide a welcome distraction from the endless lapping and it offers as much or as little s(t)imulation as you want. While it may not look quite as good as *Formula One 2001*, it tries something different in a genre that offers very little room for manoeuvre and for that we applauded EA's efforts. Even if shouty Murray Walker's jittery vocal job's filled instead by Jim Rosenthal's awful droning commentary... **PSM2**

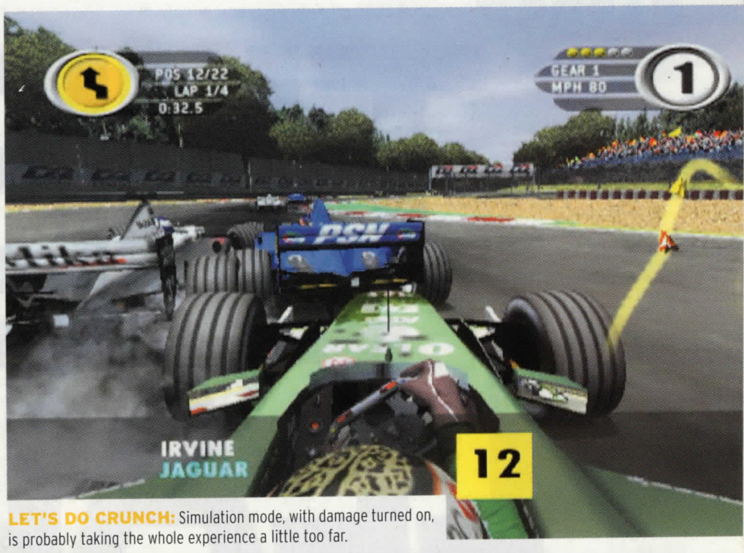
Fancy a bit of compare and contrast with Sony's racer? F1 2001 is available to buy now.



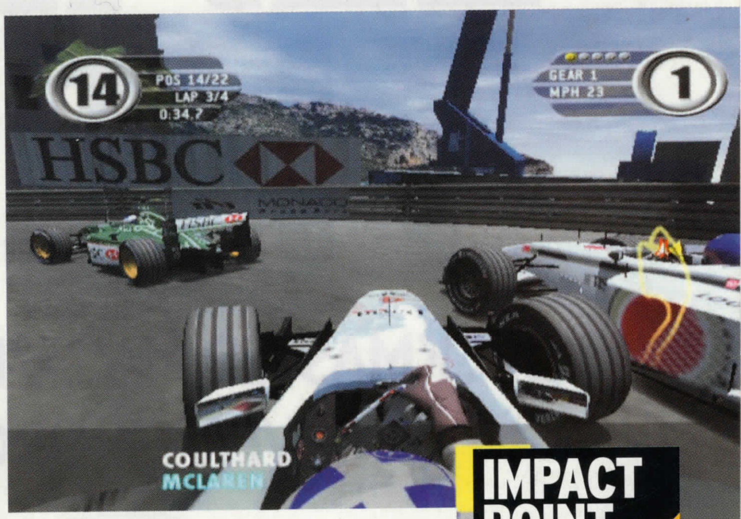
DARK CLOUD: The sky bruises ominously and the heavens open - time for slicks. Drivers actually remove tear-offs from their visors.



RADIO F1: As you make your way around the circuit you'll be constantly updated by your team via a helmet-mounted receiver.



LET'S DO CRUNCH: Simulation mode, with damage turned on, is probably taking the whole experience a little too far.



CUTTING IT FINE: Staying tight to racing lines won't necessarily prevent drivers from making an outside attack on your position.

IMPACT POINT

Starting a race in the driving rain, then watching the clouds slowly clear and the sky turn a beautiful shade of blue

COULTARD'S CHOICE

1 **F1 2001**
Challenges, four-player mode and a plethora of options put this in pole position on PS2.

= **FORMULA ONE 2001**
Just beaten to the finish line by *F1 2001* due to the latter's superior options and fresh approach

≡ **F1 RACING CHAMPIONSHIP**
Dodgy AI and pales graphically compared to the competition.

PSM2 VERDICT

GAMEPLAY
- + Great Challenge mode, convincing AI and easily accessible.
- - Requires incredible patience to win in Simulation mode.

GRAPHICS
- + Excellent viewpoints, solid frame-rate and variable weather system.
- - Doesn't quite look as sharp as *Formula One 2001*.

SOUND
- + Convincing engine noise and pit commentary.
- - Jim Rosenthal's commentary – hurry back, Murray...

LIFESPAN
- + Tons of options for solo and multi-player games.
- - Not enough to keep non-F1 fanatics interested for long.

OVERALL
Easy to get into but with enough depth to keep even seasoned veterans busy. SCEE have got 'emselves serious competition.

84

FRONT ROW

FREE!
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AGE OF EMPIRES 2
"A JUICY SLAB OF STRATEGIC CLASS"

OUT UK NOW

AGE OF EMPIRES 2: THE AGE OF KINGS

From the guys who brought you *Metal Gear* comes… a Microsoft PC port?

REVIEWER: Jonathan Bryant

There's a legend of the gamers' graveyard. A place far down the river where old beardy-types, who've invested far too much time in games like this, crawl away to die – their fingers riddled with arthritis. With this in mind, read the epic title and realise this game takes a biblical age to complete. It's big, it's hard and, above all, frighteningly compelling.

Looking at the shots here, you'd be forgiven for thinking PSM2's endured one brain-pummelling round too many with Jin Kizama. True, the visuals aren't stunning and the screen's way too crowded to give you a decent view of the action, but behind the simplistic animations lies a juicy slab of strategic class.

"THERE'RE STILL PLENTY OF SWEET TOUCHES TO IMPRESS ANYONE WEANED ON COMMAND & CONQUER"

For those of you who found the absence of resource management in *Kessen* unchallenging, take heart. *Age of Empires* is old-skool stuff. In the game, you're given the opportunity to command one of 13 civilizations from history. Build your city from scratch, set up diplomatic relations, transform money, food and raw materials into weapons and go hunting for something to set fire to. It's a constant round of things screaming for attention – your controller never at rest as you zip from the carnage of the front-line to the relative peace of your farmlands.

In addition to the recognisable elements of creation and destruction, there're still plenty of sweet touches to impress anyone weaned on PSone's *Command & Conquer*. There's the inclusion of monks that, finally, allow you to heal your men in the field, easing up the pressure on troop creation back home. And, as well as acting like right Florence Nightingales, these boys also up the ante by harnessing the power of religious artifacts which they use to convert the unwashed masses to your cause.

INSIGHT

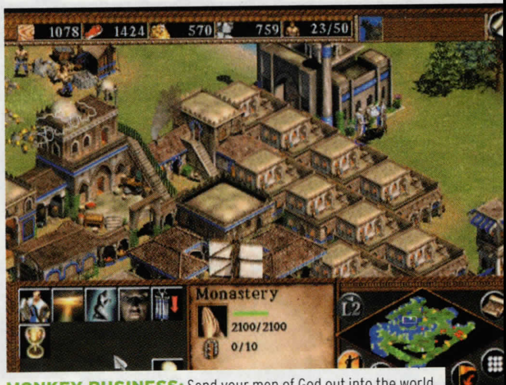
- **Everything on show here making you think of a slightly more focused and animated version of *Civilization*? Well, no wonder. Bruce Shelly – the man who designed *Civilization* alongside the man-legend Sid Meyer – is the co-founder of Ensemble Studios.**

You also have the addition of decentralised research, permitting each structure (your smithy, for example) to advance its own branch of technology. Not outstanding in its own right, but it's another factor that ensures that there's never a dull moment.

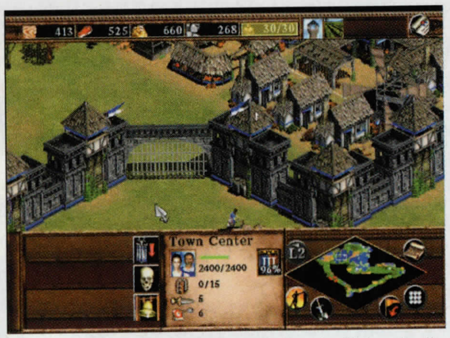
The game's devout faith in earlier real-time strategy titles does lead to some shortcomings, though. Terrain only occasionally affects combat, so there's no real advantage to taking the high ground, plus there's a major issue with control. This PC port doesn't translate well to a DualShock 2. Spend around five minutes trying to get your town centre in the middle of the screen and you'll seriously consider investing in a USB keyboard and mouse.

Other elements that get our goat are the deplorable voice-over for the Braveheart-esque tutorial, and the fact that the 'fear me for I am all powerful' moments are few and far between – you'll spend more time feeling like a beleaguered civil servant. Intense. But these are minor ailments to an overall healthy package that deserves your extended attention. **PSM2**

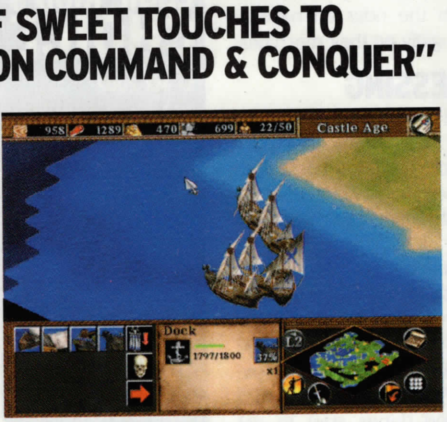
You'll be able to rule the world from the end of this month. Can you hold on until then?



MONKEY BUSINESS: Send your men of God out into the world to convert your enemies and non-believers to your cause.



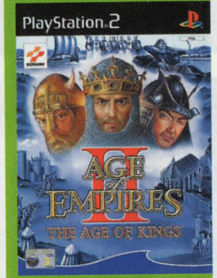
SOUND CASTLES: Gain enough food and gold to enter the castle age, allowing your buildings to shoot skywards in solid granite.



SURE FOR MEN O'WAR: Develop warships and you can weaken your enemies structures along their coastline.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Ensemble Studios
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Strategy
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, Memory Card, DualShock 2, USB Mouse & Keyboard



DETAILS

- 13 different civilizations to dominate the globe with, including Vikings, Mongols and Japanese.
- Four modes of play: Campaign, Random Map, Regicide and Deathmatch.
- Massive variations in map construction allowing you to play who you like, where you like and when you like (as long as it's within 1000 years of the fall of Rome).

PONDERER'S CHOICE

1 **AGE OF EMPIRES 2**
There's not much in it between the top three, but *AoE2* just nudges into the lead thanks to its diversity of gameplay.

2 **KESSEN**
Plenty of tactical combat and a real looker, but suffers from the absence of base building.

3 **RING OF RED**
Another pretty face in the land of the armchair strategist, but light on battle tactics and too slow.

PSM2 VERDICT

GAMEPLAY
+ Clear, if irritating, tutorial makes actual gameplay a breeze.
- Despite decent AI, some of your troops can be a bit thick.

GRAPHICS
+ Buildings and weapons adapt themselves to each tribe's styling.
- Animations are unsophisticated and jerky to say the least.

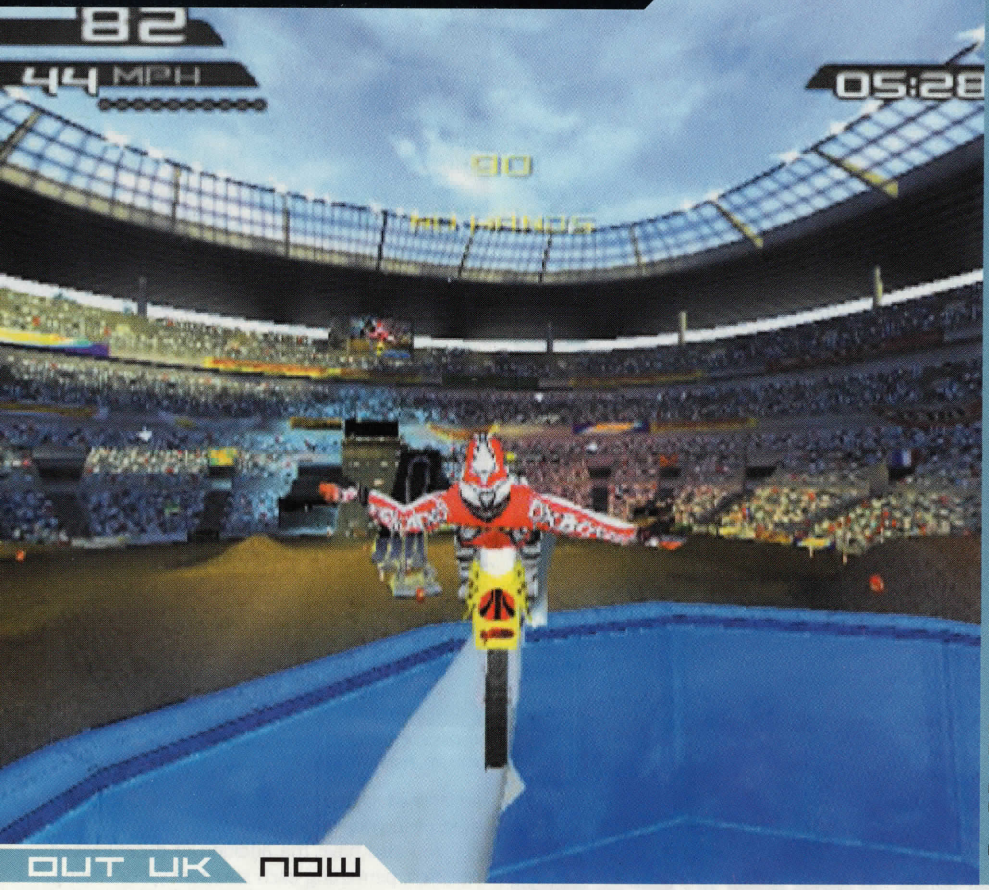
SOUND
+ Unintrusive music and decent sound effects capture the scene.
- The tutorial will have Scots reaching for their claymores.

LIFESPAN
+ Donkey's years. Aeons. Life is too short for games like this.
- All of the above could mean you die before completing it.

OVERALL
Not a beauty by any stretch of the imagination, but overflowing with tactical subtlety, brain-warping challenge and compelling variation.

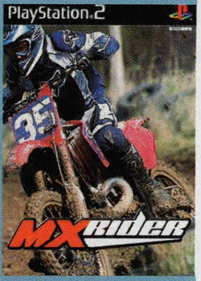
76

DOMINATING



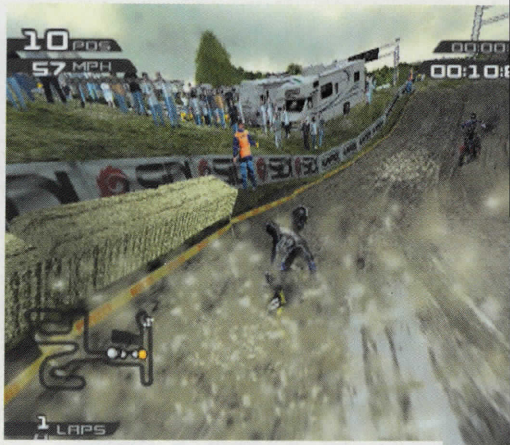
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Paradigm
- **PUBLISHER**
  Atari
- **GAME TYPE**
  Motocross
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

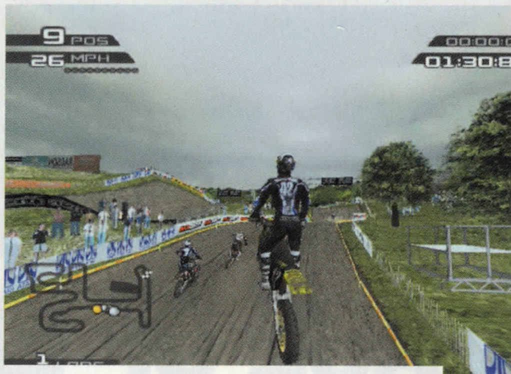


DETAILS

- **Career mode, Simple Race, Challenge mode, Freestyle, two-player multi-player and Tutorial mode.**
- **60 pro-riders.**
- **16 World Championship circuits.**
- **Six freestyle arenas.**
- **13 different countries and... Swindon.**
- **Realistic bike behaviour.**



A SPATTER OF NO TINY FEAT: Bizarrely, the most attractive features of *MX Rider* are the realistic track dynamics.



SHOCK TACTICS: You can preload your rear and front shocks with the Analogue stick. Stay low in racing and high for freestyling.

OUT UK NOW

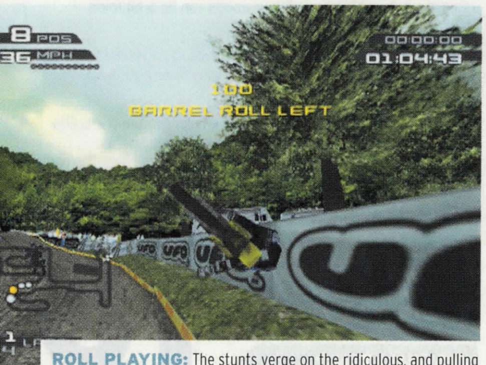
MX RIDER

Think once, think twice, think bike. Now try thinking about something more worthwhile…

REVIEWER: Dave Harrison

Just as soon as Ricky Carmichael roars onto PS2 in *MX 2002*, out pops another MX title. It's tricky to pinpoint why publishers are keen to produce these extreme racing games as there's never been one that's shifted millions of copies. Perhaps they're easy to make... Anyway, they're breeding, spreading slowly and are very similar in terms of what they have to offer.

They've got samey options, modes and all attempt to tread a fine line between simulation and arcade racer – a curious path to follow as they're in danger of residing in the halfway house of bland.



ROLL PLAYING: The stunts verge on the ridiculous, and pulling them off mid-race only rewards you with a short burst of boost.

MX Rider appears serious enough. Compared to *MX 2002*, this looks a lot grungier. Rather than the smooth surfaces of the THQ racer these tracks are scarred, rugged and spray up towards the screen as your rider carves through the grime. The real highlight is the puddles. It's not often that you get excited by small pools of rain water, but these are special. These are truly terrific puddles. The visuals are letdown with the rider animations, though – they all sit too rigidly on their machines.

MOTOCROSS DRESSING

As for gameplay, well, you have to admire the way *MX Rider* really goes out of its way to help you. You're never out of the race. The other riders pack tightly together, so as long as you stay in touch you'll realise that there's not much difference between first and sixth place.

Surprisingly – and thankfully – it does take a fair degree of carelessness to separate you from your seat – the sides of the tracks have invisible walls, so however reckless you treat the corners you always stay mounted and on the course. You could be forgiven for thinking it's all a bit easy. But turn off the invisible walls and things start to get interesting – you have to learn how to tame and work as one with your scrambler. But again, the game springs to your aid with a neat tutorial and hints. Boy, is it eager to make you comfortable.

And there's the rub. It's easy to play, it's fun to play but it's also very easy to put down. It ends up in a gaming no-man's land. It lacks the arcadey fantasy of *SSX* and *Tony Hawk's* when it comes to the stunts, while it also lacks the intensity and speed of most four-wheel racers. It's all a bit tepid. "Hello," it says. "I'm Mr Lukewarm." "Hello," you say. "I really like your puddles." That's no relationship.

Where the wheels really start to come off is with the freestyle levels. There's some pleasant touches such as a neat shark tank to leap over, but the tricks are so badly animated, so forced and lumbering in appearance that there's little thrill in making the effort.

Unless you really must have a bike in your game there's not much point shelling out for this. Other titles have more to offer. MX Rider's not horrific, but it ain't memorable either.

Paradigm's muddy racer's making a mess in your favourite game store now. **PSM2**

INSIGHT

- **Developers Paradigm drove real bikes into real concrete in order to get the sound of a bike running into concrete really real. Now *that's* attention to detail.**

EDDIE KIDD'S CHOICE

1. **MX 2002**
   A light blend of the arcade and the sim. Far more happy-go-lucky than *MX Rider*.
2. **ATV OFFROAD FURY**
   For intense and extreme racing this takes some beating. Shame about the stunt section.
3. **MX RIDER**
   Lacks the personality to stand out from a surprisingly overpopulated niche of games.

PSM2 VERDICT

GAMEPLAY
+ Tight, responsive with a nattily designed learning curve.
- The freestyle levels lack any real bite.

GRAPHICS
+ Grainy, gritty. You can taste the dirt.
- The high-flying stunt animation looks far too ordinary.

SOUND
+ Authentic bike grinds accompanied by a touch of the nu-metal.
- It's a shame those MX bikes are so whiny. Whine, whine, whine.

LIFESPAN
+ Playing a whole season is satisfying and soaks up time.
- The freestyle levels don't deserve much replay.

OVERALL
By no means a shambles, but for all its neat touches and playability it remains a decidedly ordinary addition to an ordinary genre.

62

MUDDIED

OUT UK NOW

MOTOR MAYHEM

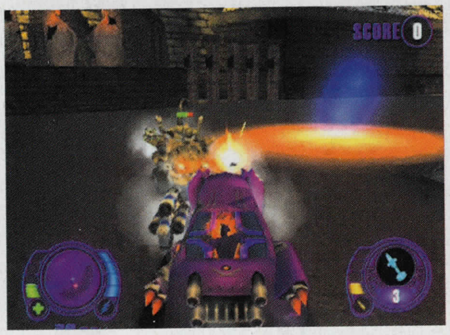
Cars are great. Guns are great. So just imagine cars… with guns. Now there's a winner.

You've got to worry about any game that promises 'mayhem'. It's like people who describe themselves as 'ker-razy'. Fortunately that's the only thing suspicious about this transparent vehicle combat game.

The set up is so familiar – choose one of the interstellar, and strangely gothic drivers, and have yourself some fun shooting other futuristic battle vehicles. It lacks any sort of pretension to be anything more a than big, daft arcade shoot-em-up. All the car designs are chunky, the weapons more pyrotechnic than conventional and the visuals awash with a wipe clean sheen. But while this is all easy on the eye, it lacks the warped and anarchic atmosphere that made *Twisted Metal: Black* stand out.

The actual gameplay's made unnecessarily awkward by an Analogue throttle that requires you to push up at all times while trying to steer. That said, it's still extremely playable, which makes it disappointing that the action couldn't be spiced up more with some tasty level design. They lack the size of *Twisted Metal*'s arenas and fail to use the space they do have with anything of note.

You only need one vehicle based shoot-em-up in your collection and *Twisted Metal* is it. Consequently, there's no need to rush out and purchase this. But, much like *WDL Thunder Tanks*, this is a game that limps to life when playing someone real. **PSM2**



ROCKET TO ME: Many of the weapons are sweetly simple to aim, but if you just can't afford to miss go for the direct approach.

INFO

- **DEVELOPER**
  Beyond Games
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Shoot-em-up
- **PRICE**
  £39.99

PlayStation.2
VEL PRESENTS MOTOR MAYHEM
T

DETAILS

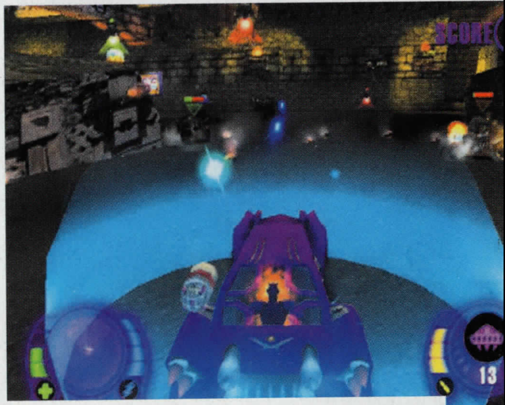
- Nine characters and eight environments.
- Championship, Endurance, Last Man and Quick Start modes.

OVERALL

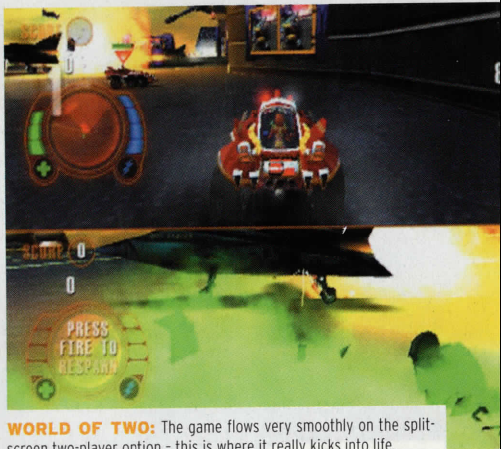
Not the stinker you might've thought it would be. Big, dumb knockabout fun, but it plays like a diet *Twisted Metal*.

63

SPARKY



SHIELDS OF GOLD: The levels lack any real spark in design but they're littered with meaty pick-ups.



WORLD OF TWO: The game flows very smoothly on the split-screen two-player option - this is where it really kicks into life.

OUT UK NOW

PARIS-DAKAR RALLY

3600 miles of hardcore rallying across Africa. You'll need more than Dave Pearce's Drive Time for this.

Everyone knows the Paris-Dakar Rally don't they? The 6000km race from Paris, France to Dakar, Senegal is the only topic of conversation in the playgrounds and work places around the world when it comes around each year. Or perhaps not, eh?

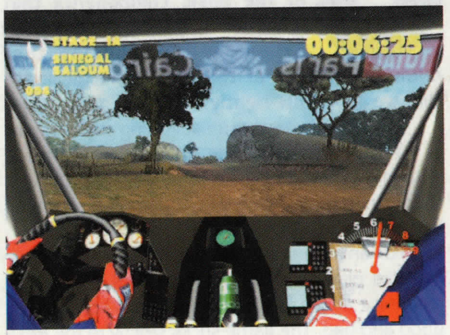
But developers Broadsword feel confident enough that the stamina-sapping race across some of world's most punishing terrain will capture gamers' imagination.

Just like the real race the game caters for four classes of vehicle, bikes, quads, buggies and trucks, each with noticeably different handling. The race is split up into easily digestible stages where each racer sets off alone, reducing the challenge to you versus the terrain. Which works – as any attempt to put your foot down and get cocky with the track results in disaster.

The driving physics are unforgiving. Graze the track's sides or look at a pothole the wrong way and you'll eat dirt. Each crash has consequences – windscreens shatter and wheels are lost.

Sadly, despite the presence of well-balanced gameplay, the whole project seems soaked in mediocrity. The tracks are as tasty as a bran sandwich. They're accurate… but they're still dull. The same goes for the vehicles, with each being predictably average.

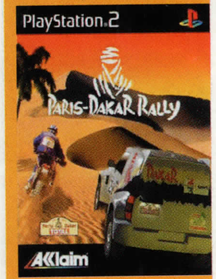
By no means a disaster, it's just a game that's as engaging as a drive in the desert. **PSM2**



STEERS AND TEARS: Choose either of the four-wheeled options and you get this lovely inside view and a co-driver.

INFO

- **DEVELOPER**
  Broadsword
- **PUBLISHER**
  Acclaim
- **GAME TYPE**
  Driving
- **PRICE**
  £39.99



DETAILS

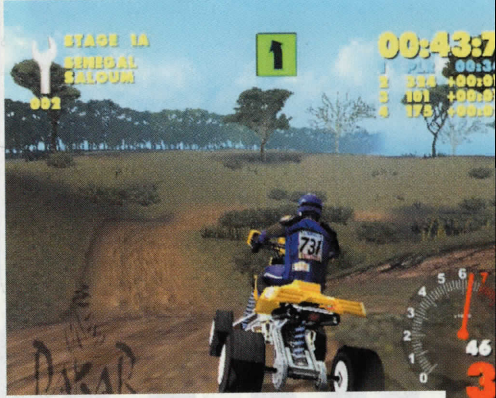
- Time Trial, Arcade and Campaign modes.
- 12 stages, each over 25km each.

OVERALL

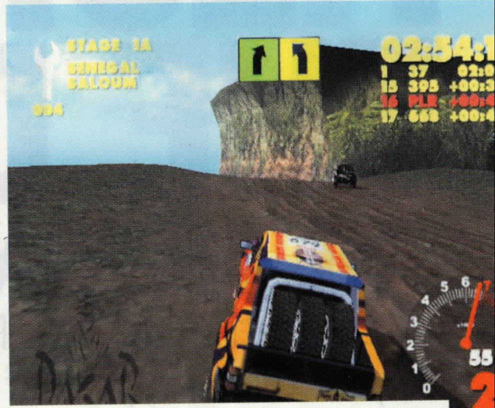
An intriguing racer cosily wrapped up in a blanket of uninspired and tepid presentation. Four ordinary racers rolled into one.

60

DUSTY



QUADS AND ROCKERS: The quad bike copes with the rough stuff but it's overly sensitive when it comes to the handling.



LONELY PLANET: The only time you'll see another vehicle in the race is if you're particularly fast or woefully slow.

DREAD COUPLES: Edward Carnby and Aline Cedrac actually spend very little time together. Still, two characters flesh out the game.

OUT UK NOW

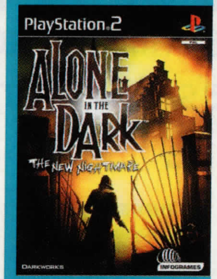
ALONE IN THE DARK: THE NEW NIGHTMARE

Latest in the slew of PS2 horror-fests is this sequel of a sequel of a sequel. Will it make you jump... or simply skip?

REVIEWER: Oliver Hurley

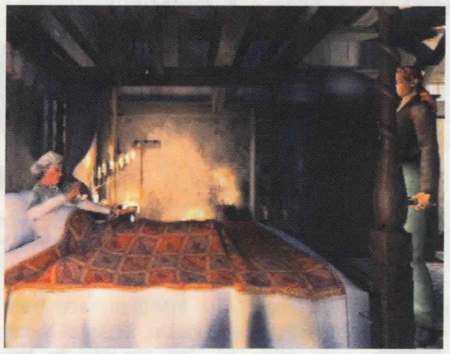
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Darkworks
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Survival-horror
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory Card



DETAILS

- Two characters to control – a bloke (Edward Carnby) or a lass (Aline Cedrac).
- Each character starts off at a different point and has their own unique route through the game – so you get two games for the price of one.
- This is actually the fourth game in the *Alone In The Dark* series.
- All the standard survival-horror conventions are featured, including *Resident Evil*-style gameplay (searching for keys in order to progress through the game) and pre-rendered backgrounds.

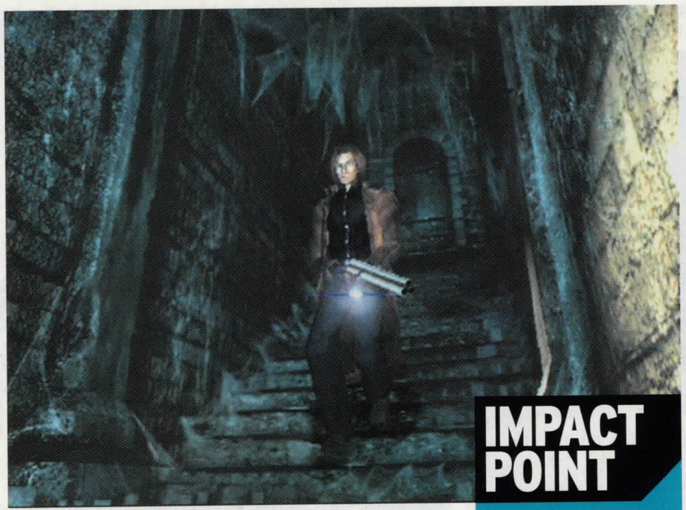


GRAN TURISMO: There's plenty of mystery surrounding this bed-ridden old lady. She seems to attract ghouls like flies, so grab that torch.

Capcom's *Resident Evil* is generally considered to be the innovator in survival-horror. But it's actually *Alone In The Dark* – originally a PC game – that instigated many of the basic components that launched the whole one-desperate-bloke-dicing-the-crumbling-hordes-of-the-undead experience that we go – quite rightly – nuts for these days.

Of course, when you're spending the best part of 40 gold 'uns on a game, it's of little importance who did what first – it's who does what *best*. Unfortunately, *The New Nightmare* can only ever hope to come second best.

For anyone who's ever spent more than five minutes playing a survival-horror, it's possible to recognise all the familiar conventions here – both good and bad. The game sticks strictly to the *Resi*-style pre-rendered backgrounds, complete with a slightly clunky control system. You're also often



BLEAK HOUSE: Pretty much every HP Lovecraft cliché appears throughout the game. Webs? But what's spun them? Hmmm...

made to suffer the disconcerting experience of 'scene flip', where you move between screens and end up facing a completely different direction. An irritating, disorientating feature that should have been addressed.

SMART... BUT CASUAL

This isn't as great a problem as it could be, though, seeing as *The New Nightmare* boasts a decidedly casual pace. Rather than being faced with a militant onslaught of undead enemies, there's only the occasional evil intrusion, meaning that the sense of tension is far from what it could be. As well as the truly scary moments are handled, there's not enough to keep you strangling the DualShock 2 in anticipation. Neither is there enough visceral blood-letting to have you hammering ⊗ until your ammo depletes. Using the torch to ward off the shambling critters of darkness is a subtle touch, but it won't be long before you'll be itching to swap your Maglite for an Armalite and despatch some good ol' righteous justice.

> **"IT WON'T BE LONG BEFORE YOU'LL BE ITCHING TO SWAP YOUR MAGLITE FOR AN ARMALITE AND DESPATCH SOME GOOD OL' RIGHTEOUS JUSTICE"**

As with most survival-horrors, there's a thick plot to wade through, to the degree that you really want to skip most of the cut-scenes and get on with unlocking doors. But if you do have the patience for it, the narrative is deeply immersive with no shortage of twists.

What this new instalment does do neatly though is the his 'n' hers horror thing. Sharing the action between two perspectives – Edward Carnby and Aline Cedrac – allows you to get separate angles on a familiar plot. Occasionally the threads overlap, giving the atmosphere a similar multiple-charactered depth – and extended gameplay – that later *Resi* titles enjoyed.

CONVENTIONAL SENSE

The trouble is whether you'll actually have the patience to get through it once, let alone twice. It's a perfectly passable game, just so long as you don't mind your survival-horrors sticking strictly to their conventions, while coming up with very little new. In essence, this is even more obtuse than the *Resident Evil* series, with many of the objects being so hard to find that you have to scout every corner of a room on the off-chance that you might come across that elusive key you've spent the last hour hunting for.

Yes, it's a perfectly adequate survival-horror, and there're many hours of gameplay to be gleaned from it. But while titles such as *Devil May Cry* are driving the darker edges of PS2 forward, this is, if anything, a dangerous step backwards – right into the welcoming arms of a card-carrying member of the undead. **PSM2**

You can make yourself Alone... *now.*

IMPACT POINT

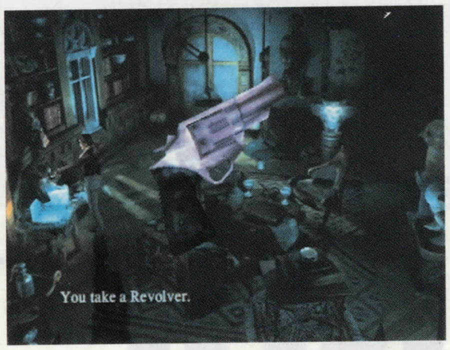
As survival-horrors go, this actually features some of the weediest enemies you'll ever come across – plenty of them are all howl and no bite. In many cases, it's possible just to run straight past them. It's wise to do this wherever possible, as it'll save you valuable ammo.

INSIGHT

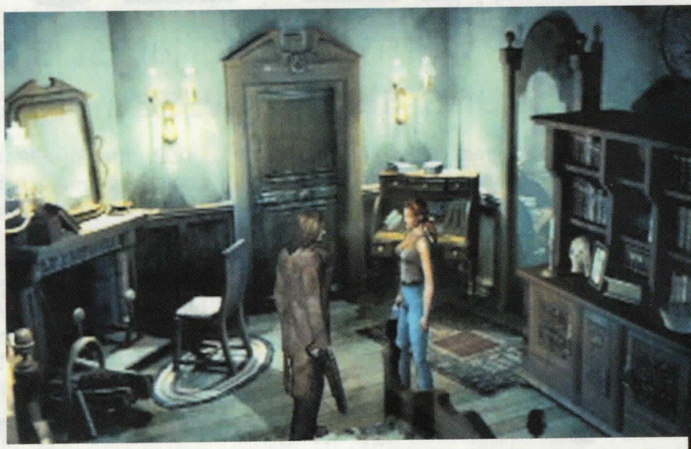
- **French-based developers Darkworks are currently working on *USS Antarctica*, an epic PS2 action-adventure trilogy.**
- **The games music was composed and performed by ex-Police drummer, Stewart Copeland. He also wrote The Equalizer theme.**

ATMOS-FEAR
Stabs of lightning, sheet rain and howling wind – creepy as you like.

I WANNA BE A DOOR: You'll find that coming through doorways will occasionally leave you annoyingly disorientated.



SAFE FROM ARMS: You'll be grateful for something a bit more dangerous than a torch as you begin to progress through the levels.



SHIPS IN THE NIGHTMARE: Choose Edward for all-out action or Aline for more puzzle-based adventuring through the game.

GRIM FANDANGO'S CHOICE

1 **ONIMUSHA: WARLORDS**
A sharp-edged take on the *Resi* world with heavy artillery and bio-madness replaced with blades and the forces of darkness.

2 **RESIDENT EVIL CODE: VERONICA X**
A PS2 welcome update of the DC adventure.

3 **ALONE IN THE DARK**
Intelligent, but it can be rather plodding in places.

PSM2 VERDICT

GAMEPLAY
+ Intuitive, with a deeply immersive storyline.
- Hardly groundbreaking... on any level.

GRAPHICS
+ Lovely backgrounds with some great lighting effects.
- Not vastly different to the PSone version of the game.

SOUND
+ No shortage of screams, howls and general spookiness.
- It all gets a bit repetitive after a while.

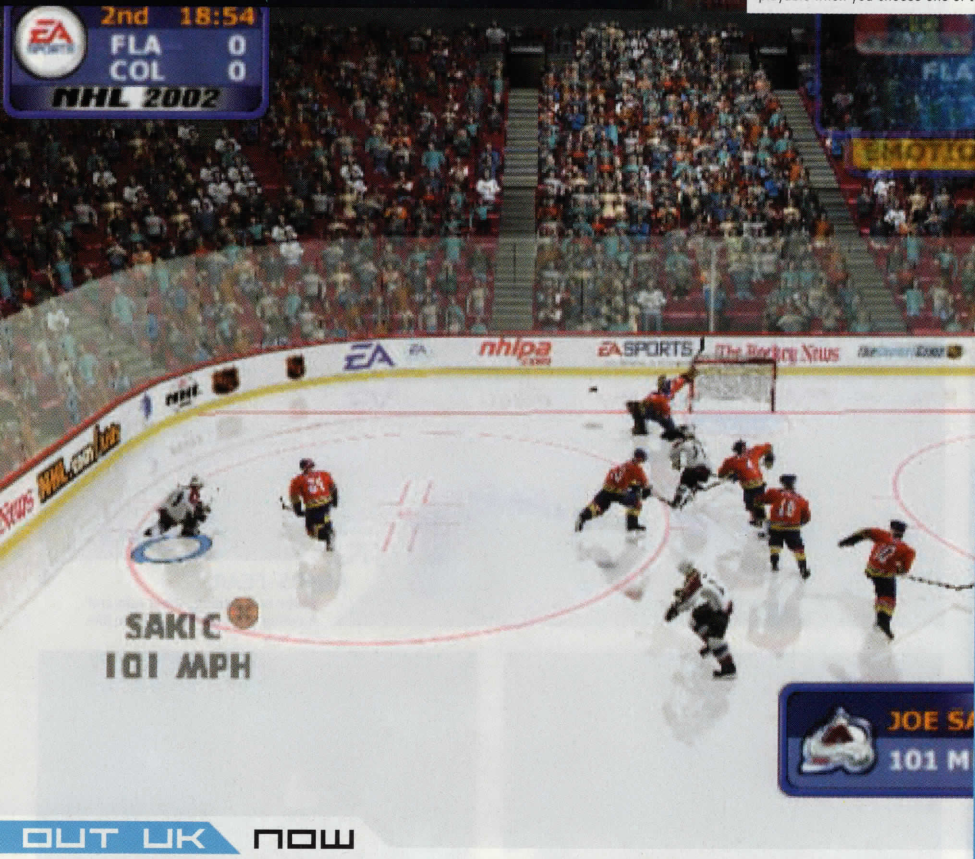
LIFESPAN
+ Loads here, with two complete games to trawl through...
- ... if you've got the patience for it.

OVERALL
A perfectly decent, if generic, survival-horror romp. Shame it decided to dump any pretensions of originality for lumpen familiarity.

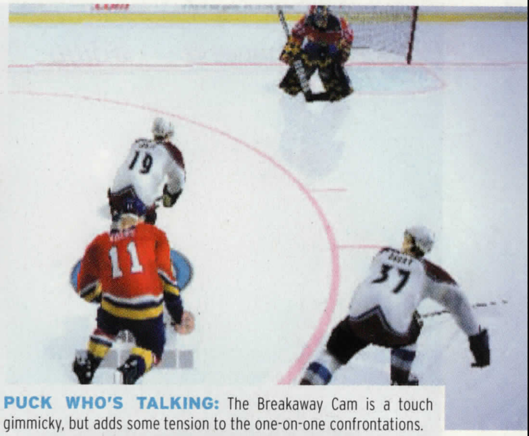
66

SPOOKED

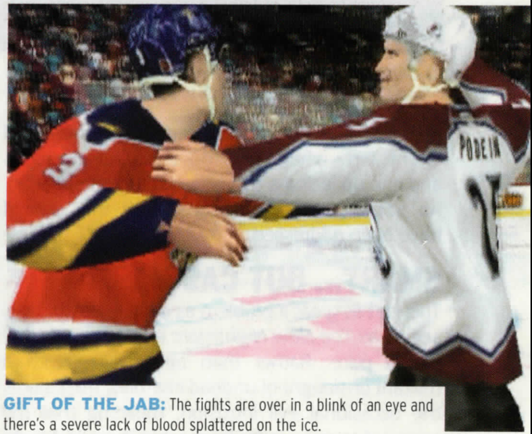
LARGER, WITH A DASH: Edward's been given a buff with a hero cloth for *The New Nightmare*. Note the floppy hair and coat.



RINKY DINK: The game looks great close-up but it's far more playable when you choose one of the overhead views.



PUCK WHO'S TALKING: The Breakaway Cam is a touch gimmicky, but adds some tension to the one-on-one confrontations.



GIFT OF THE JAB: The fights are over in a blink of an eye and there's a severe lack of blood splattered on the ice.

OUT UK NOW

NHL 2002

Wrap up warm for the latest shiny episode of EA Sports' skate odyssey.

REVIEWER: David Harrison

It must be great being EA. They know exactly what games they're going to bring out each year and exactly what they're going to be called from now until the end of time. Unless someone starts dicking around with the calendar they'll be fine. Way back, when they released *NHL '94*, they just knew that one day 2002 would be here to continue the hockey evolution.

NHL 2001 was EA's hockey PS2 debut and despite being a sturdy sim it was compromised by a few niggles, namely some ugly clipping and syrupy slowdown. Well, good news folks, as both have been addressed for 2002. The action flows swiftly regardless of how many players are on-screen and fresh animation has smartened up the already impressive presentation.

CAM AS YOU ARE

The improvements don't just stop there. One of the new introductions is the Breakaway Cam which is as close to a *Max Payne* adrenaline rush as you can get in a sports game. When a player bursts away from the rest of the field for a one-on-one with the keeper the camera swoops down to ice level and spins round, with the crowd in stunned silence as the tension builds. It's gimmicky, but it's refreshing that EA are consciously trying to develop their sports sims rather than churning them out annually.

Another new feature to encourage replay is the 'Card' system that you'll also find in *Madden 2002*. There're 189 cards to collect through completing certain challenges during each match – such as scoring three goals or completing a certain number of hits. These Cards unlock cheat modes like Bighead Matches and Sumo Skating. Yeah, it adds a little extra depth to the game, but it's the gameplay that really counts – something that often escapes EA when it comes to sport games. Fortunately, *NHL 2002*'s a commendable exception.

PUCK TO THE FUTURE

The controls are instinctive and easy to pick up, but there's enough subtlety in the play to reward those who can afford the time to practice. New to the game is the Saucer Pass which enables you to flick the puck above your opponents stick, adding an extra dimension to your close passing. In fact the whole game is quick, responsive and a joy to play all the way up to the bit when you have to shoot. Then it all becomes a bit prickly.

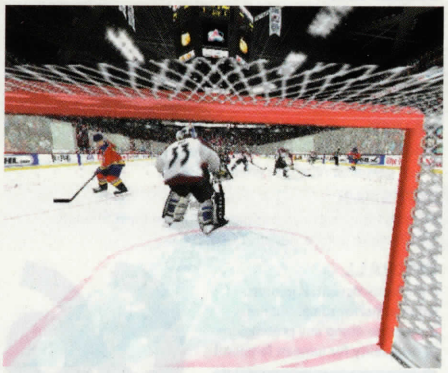
It seems some players are destined hit the goaltender whatever they do, as only the star strikers with the right stats are capable of netting. It's frustrating, much the same as *NHL 2001* was

You can bombard your opponents goals until you've rendered the goalie unconscious and get nothing. Then the other team can go to the other end, fall over their stick and fumble the puck into the onion bag. Where's the justice in that? Why does the game want you to hate it so?

RINK PROBLEM

But if you can take a lesson in humility and patience then this is the only hockey sim you should consider. If you already have *NHL 2001*, *2002*'s improvements aren't worth another 40 quid of your money, unless you really must have the latest rostas. And then you're just being fussy. **PSM2**

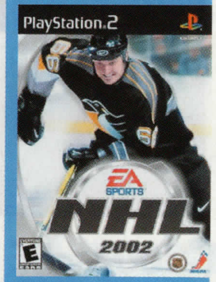
Consider a trade-in for NHL 2002, now.



NET COLLECTOR: The highlights of the game are shown at the end of each match using dramatic action shots and convincing commentary.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  EA Sports
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-8 Player, 2 DualShock 2s, Memory Card



DETAILS

- 30 NHL teams.
- Ten International teams.
- Five game modes.
- Six goal celebrations.
- Punch-ups.

INSIGHT

- The Man Utd of ice hockey are the Colorado Avalanche who beat the New Jersey Devils earlier this year to secure their second Stanley cup in the last six years.

TORVILLE'S CHOICE

1. **NHL 2002**
   New animation and breakaway cam makes this a slightly better than last years edition.
2. **NHL 2001**
   EA's first hockey game for the PS2. Despite the slowdown and some rough edges, it's a wholesome experience.
3. **ESPN NATIONAL HOCKEY NIGHT**
   A hard-line simulation that's more of a chore to play than EA's offerings.

PSM2 VERDICT

GAMEPLAY
+ Easy to pick up with enough depth to hold interest. Fun fights.
- There seems to be more chance than method to scoring.

GRAPHICS
+ You'll never see shinier helmets anywhere.
- Some dodgy clipping from *NHL 2001* remains.

SOUND
+ Convincing commentary and thunderclap shot effects.
- They could have given the punch effect a bit more crunch.

LIFESPAN
+ Works best if you get some fellow gamers and a MultiTap.
- The one-player game is far too unforgiving on the higher settings.

OVERALL
The gameplay is tight and the visors are shiny. A competent hockey sim that occasionally loses itself up its own gimmicks.

70

PUNCHY

THE REAL A-Z OF PS2...

Get the knowledge with our alphabet of PS2 information

A **ADVENTURES,** **ADVERTISING,** **ARENAS,** **BEAT-'EM-UPS,** **CAPCOM,** **CHARACTERS,** **CODES,** **COIN-OPS,** **COMBOS,** **COMICS,** **CRIME,** **DVDS,** **DARK HORSES** (GREAT GAMES YOU MIGHT NOT BE AWARE OF), **EXTRAS,** **FINAL FANTASY,** **FOOTBALL,** **GRAN TURISMO,** **HARDCORE** (TIPS FOR ALL THE PLAYABLE DEMOS), **IN DEVELOPMENT** (PREVIEWS OF THIS WINTER'S BIGGEST GAMES), **IT'S IN THE GAME** (ELECTRONIC ARTS), **JAPAN,** **KONAMI,** **LARA CROFT,** **LUCASARTS,** **MERCHANDISE,** **METAL GEAR SOLID,** (THE FINEST GAMING) **MOMENTS,** **MUSIC,** **NAMCO,** **ONLINE,** **ON THE SHELVES** (TODAY'S MUST-HAVE GAMES), **OOPS!** (THE GAMES TO AVOID), **POWER-UPS,** **PS2,** **PSONE,** (LAUNCH) **QUEUES** AND FAMOUS PS2 **QUOTES,** **RACING,** **RETRO,** **REVIEWS** (SKY ODYSSEY, LE MANS 24 HOURS, RUGBY AND MOTO GP), **SEGA,** **SHOOT-'EM-UPS,** **SONY,** **SPORTS,** **TRACKS,** **US AND YOU,** **THE BEST VIDEOGAME VEHICLES,** **VOICE RECOGNITION,** **WAR GAMES,** **THE TASTIEST WEAPONS,** **XMAS LIST,** **XTREME!,** **YABASIC** AND, **Z** **FINALLY, ZEN** (YOU, THE UNIVERSE AND YOUR PS2!)

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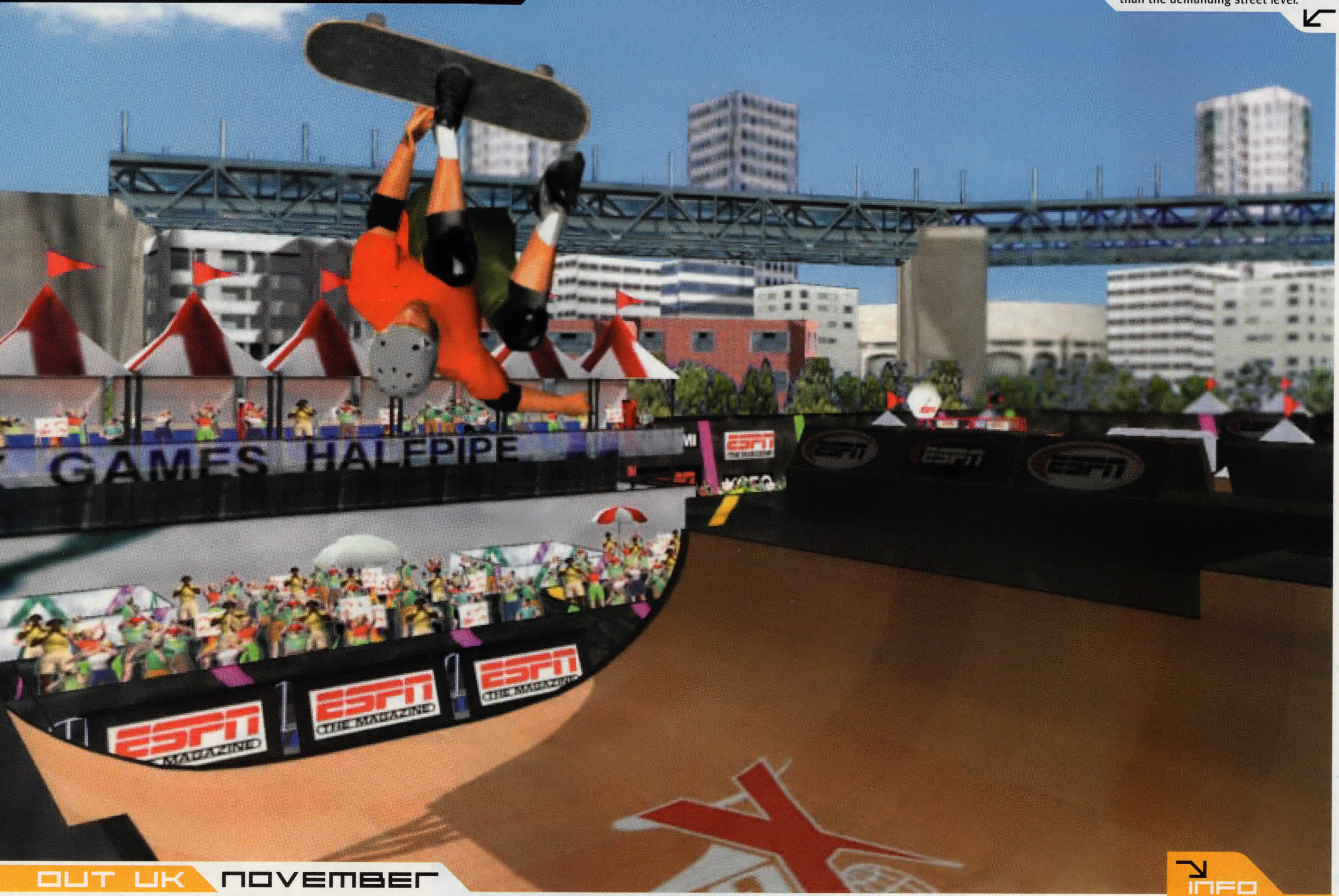


A VERT SHUN
The pipe competition's easier to win than the demanding street level.

OUT UK NOVEMBER

ESPN X GAMES SKATEBOARDING

Teetering bravely between fantasy and reality, Konami's flawed skater comes a cropper and clangs its spades. Oooch.

REVIEWER: Daniel Dawkins

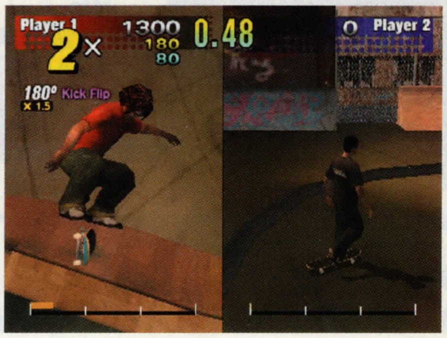
Picture the scene. Konami's marketing team have just seen *Tony Hawk's Pro Skater 3*. A nervous executive pipes up. "Eep, what're we going to do?" The room falls silent. "Go for realism," somebody whispers. "Get an expensive licence," mutters another. "No, goddammit," thunders the MD, "we'll let them skate on the Titanic and do all three!" So begins the strangest extreme sports title in history. Gritty realism meets screaming teenagers on the Aztec ruins – with predictably muddled results.

At least *ESPN* tries to be different. The feel is slower and more deliberate than *Tony Hawk's* – opting for realism over instant arcade thrills. The buttons are similar – using ⊗ for ollie and △ for grind – but tricks are accessed in a slightly different way. The special moves require *Streetfighter*-style pad rotations – reflecting the difficulty of real-life skating. Sadly, the system is contrived and counter-intuitive. Typically of *ESPN*, it's a good idea flawed by lazy execution.

The Tutorial mode helps to ease you in. A series of demo movies will talk you through the tougher moves and explain the combo system. It isn't *Tony Hawk's* – it isn't meant to be – but in no time at all you'll be methodically chaining your moves and scoring big points.

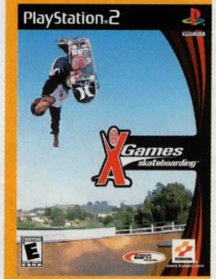
The attention to detail is staggering – ogle as flannel shirts flap in the breeze and pedestrians trundle about their business. The skaters have been accurately modelled and the animation is

"OGLE AS FLANNEL SHIRTS FLAP IN THE BREEZE AND PEDESTRIANS TRUNDLE ABOUT THEIR BUSINESS"



INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  KCEO
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Skateboarding
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card



DETAILS

- Eight licensed skaters, including Bob Burnquist and Colin McKay.
- Six Arcade levels, plus two realistic X-Games courses.
- 12 tracks from punk-lite artists such as New Found Glory and Linkin Park.
- Free Skate, Versus Attack, Score Attack and Tutorial modes.

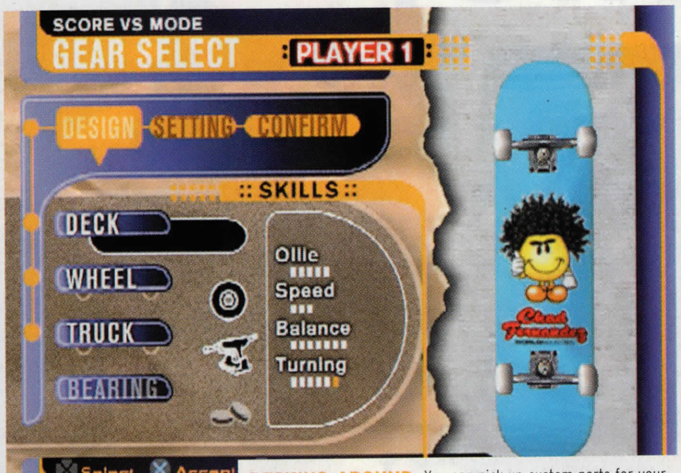
ESPN X GAMES SKATEBOARDING

"A GOOD IDEA FLAWED BY LAZY EXECUTION"

IMPACT POINT

Rolling through the leafy streets of LA, you spot a cheeky side-street leading to a set of ramps. A few deft leaps later, you're sailing over the main street into a hidden mansion. Game on...

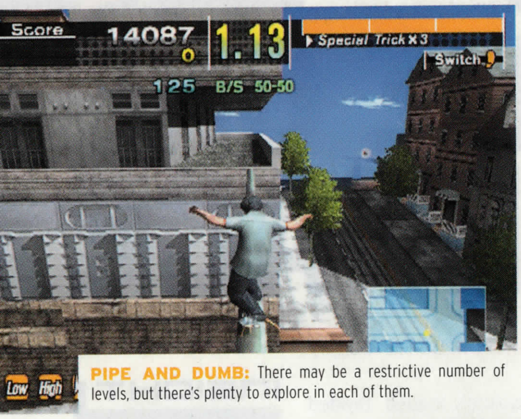
Score 7253 1.33
Score 7302 1.32
Score 792 2.38



DECKING AROUND: You can pick up custom parts for your board as you make your way around the levels.

equally realistic. In fact, it looks sumptuous until it starts moving... While some levels are intricate and sprawling, others are blighted with horrific glitching and pop-up. Gawp in horror as the Los Angeles course draws towering mansions before your eyes. Worse, the screen rotates shakily and occasionally drops frames – leaving you with a splitting headache.

The Arcade mode apes the established *Tony Hawk's* formula – complete key tasks to unlock extra levels. Challenges include score-based targets, plus the usual guff about hitting a set number of objects or finding a secret location. Levels alternate between reality and fantasy, so one minute you're tearing up the streets of San Francisco, the next you're grinding the boiler of the Titanic. Sadly, the difficulty has been unevenly pitched – you'll fly through some levels and crawl through others – the imbalance is quite frustrating.



PIPE AND DUMB: There may be a restrictive number of levels, but there's plenty to explore in each of them.

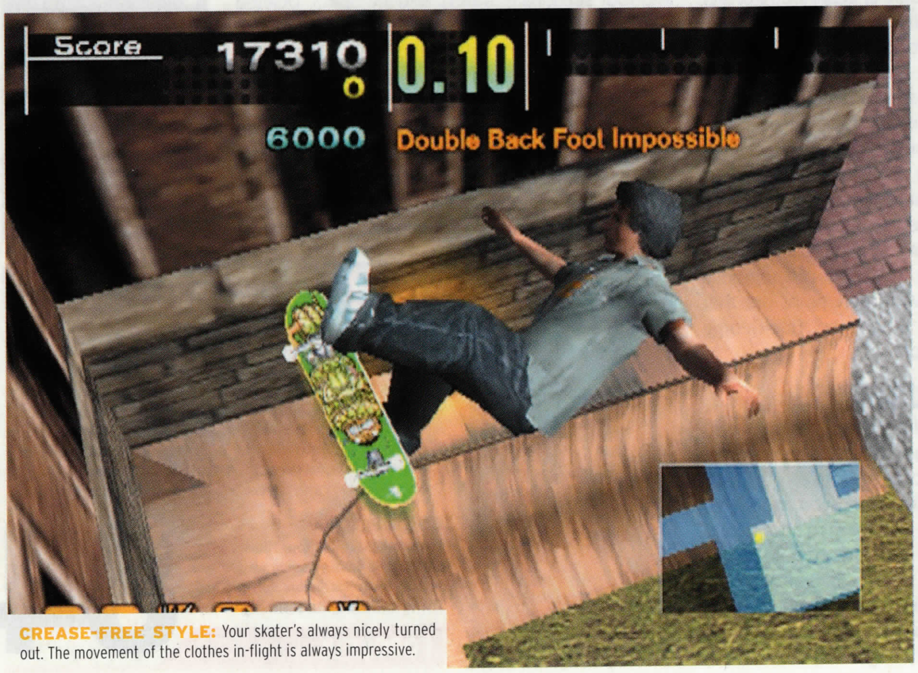
ROYAL TRUCKS

The X-Games mode is refreshing, if – you've guessed it – flawed. Unlike the purely trick-based competitions in *Tony Hawk's*, *ESPN*'s judges award marks for style and variety. You can't just roll between two sides of a ramp and expect to scoop the Gold. While the Vert competition is easily won, you'll really need to put in the hours to become Street Champion. Thing is, when you finally win the competition, you receive a medal and... nothing else. You're effectively competing for pride, and since the combo system isn't as sophisticated as *Tony Hawk's*, there's little satisfaction in beating your top score.

There's a good game at the heart of *ESPN Skateboarding*. The tricks tease the limits of believability, offering a rootsy approach which real skaters might find more rewarding. The level designs show glimpses of genuine invention, with some hugely empowering leaps and secret locations. If only *ESPN* wasn't so consistently sloppy, we'd be looking at a *Tony Hawk's* beater.

By attempting to be all things to all people, *ESPN* has heftily compromised its key advantage – realism. Instead of rendering novelty dinosaurs, the developers should have focused on balancing the gameplay and smoothing the graphical glitches. As it stands, this'll only appeal to real skaters with money to burn – casual punters will plump for *THPS3* every time. Konami should've stuck to their guns and realised that heaven is a half-pipe, not an Aztec ruin. **PSM2**

This'll be trying to sneak about before Tony Hawk's 3 in November...



CREASE-FREE STYLE: Your skater's always nicely turned out. The movement of the clothes in-flight is always impressive.

TOMB RIDER

Melon grabbing with Lara Croft? Not quite. Konami have taken skating off the streets and onto the sharp end of an Aztec ruin. If the prospect of kickflipping mummies doesn't get you excited, the Museum level lets you grind a t-rex. Good grief. What's wrong with ollieing cardboard boxes down the supermarket?

TEMPLE TUTOR: Once you've nailed the basics you'll be flung into museums, ocean liners and ancient ruins. Just like real life.

Score 11490 1.32
Super Move OK
Switch
Low High

INSIGHT

The World's highest flat ground ollie is 113cm (44.48in) – about chest height. The record was broken by UK skater Danny Wainwright on February 6th 2000 at the Reese Forbes Ollie Challenge, Long Beach, California.

SIDEWALK SURFERS' CHOICE

1 **SSX**
The grandaddy of radical, with pristine gameplay and unrivalled addiction.

2 **DAVE MIRRA FREESTYLE BMX 2**
A surprisingly flexible BMX-em-up betrayed by slightly glitchy graphics.

3 **ESPN X GAMES SKATEBOARDING**
A frustrating hybrid of realism and fantasy.

PSM2 VERDICT

GAMEPLAY
- + Gritty tricks and rewarding exploration.
- - Uneven difficulty and automated feel.

GRAPHICS
- + Great animation and fine detailing.
- - Despairing pop-up and some glitching.

SOUND
- + Earthy slaps and grinds, toe-tapping tunes.
- - Too much Californian rawk.

LIFESPAN
- + Multiple challenges and two-player jams.
- - Only six levels, limited incentives for repeat play.

OVERALL
A flawed compromise of reality and fantasy. Despite some inspired touches, this is for hardcore skate nuts only. Shame.

61

WACKED OUT

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

DARTH PUNKS: Arguably the best bit in the whole film. Qui-Gon and Obi-Wan get ready to rumble.

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK OCTOBER 15

STAR WARS: EPISODE ONE THE PHANTOM MENACE

Impulse purchase, or one for the die-hard fans? Hmm… **REVIEWER:** Duncan Baizley

STARRING Liam Neeson, Ewan McGregor, Natalie Portman, Jake Lloyd, Terrance Stamp, Harry Shearer
DIRECTOR George Lucas
CERTIFICATE PG
PRICE £19.99

Star Wars has become one of those frightening beasts of modern living – an event movie. Eugghh. Since the original in '77 had millions rammed into cinemas around the world, every release has seen an increasing wave of hype and anticipation. *Episode One* was no exception, both with its big-screen and video releases.

Now, here comes the DVD. You'd expect there to be another week of fools running around with dressing gowns on and waving homemade lightsabers. Megastores will open at midnight and sell barely enough to cover the night's wage bill. Well, you'd be right. But with *The Phantom Menace* we're seeing the first fruits of George Lucas' DVD vision. For years, fans have been crying out for their much-loved series on digital disc. "Not so fast," says George. "You're going to get 'em in order this time." Which seems a little unfair – having to wait another couple of years for a transfer of a film that was originally released 25 years ago.

So is this all going to be worth it? The signs are good. *Episode One* may be the most self-indulgent, irritating and, at times, baffling, of the Star Wars series, but this is still some release.

The film aside – the origins of the empire, Obi-Wan's rise, Anakin's origin and a distinct lack of X-Wings – this is about as satisfying a set of discs as you could've hoped for. George was always over a barrel, really. One false move, and the spods are on ya. Too many waffling features or pointless galleries and the critics will simply point out that the film's not that good. Tough one. But George appears to have pulled it off.

A CAST OF THOUSANDS

OK, you've watched the film. The effects are great, the design's unfamiliar and some of the dialogue would have Harrison Ford pulling a gun and saying: "Hell, George. I'm not even going to *attempt* to speak this. I'm just going to shoot you."

Forget that snivelling embarrassment, Jar Jar, for a moment – this is, after all, Star Wars. A universe that demands facts, truths and a deep-seated knowledge of even the most obscure relationships in this mighty saga. Thank the Lord, then, that Disc Two is absolutely loaded. Divided into four sections – Trailers and TV Spots, Deleted Scenes and Documentaries, Featurettes and Web Documentaries, Animatics and Stills. Forget the overly self-congratulatory featurettes and go straight to the 12 web documentaries. They're ace. The deleted scenes run for over 20-minutes and the sheer volume of input is almost overwhelming.

For completists? Possibly. But if you want a brilliantly put-together DVD experience, then this is it. At least *something's* strong in this one. **PSM2**

INSIGHT

- ***Phantom Menace* star, Ewan McGregor, was less than enamoured when he was informed of the proposed title for *Episode Two – Attack of the Clones*.**
- **George Lucas said of 1978's *Star Wars Holiday Special*: "If I had a hammer I'd destroy every copy."**

CHEWBACCA'S CHOICE

1 **FIGHT CLUB**
Still remains the benchmark for multiple disc releases. Outstanding film, outstanding extras.

2 **STAR WARS: THE PHANTOM MENACE**
Handicapped by a more family-orientated episode. The second disc more than atones for it, though. Class.

PSM2 VERDICT

EXTRAS

Making of The Phantom Menace, which is excellent Duel of the Fates music video featuring John Williams Two multi-angle animatics Five featurettes 12 Web Documentaries Seven deleted scenes, which have all been completed to film quality, including Complete Podrace Grid Sequence and Anakin's Scuffle With Greedo Deleted Scenes Documentary Loads more, with interviews with Lucas himself, technical explanations by effects artist Dean Yurk and Francis Ford Coppola… over six hours of material.

OVERALL

The weakest of the four films, although it does go some way to setting up an incredible *Episode Two*. The extras are quite stunning.

84

FORCEFUL

Kobal Collection/River Road Prods

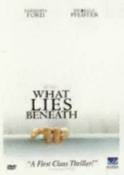
OUT UK NOW

WHAT LIES BENEATH

Is this *really* what Hitchcock would've done with CG effects? Nah, he was *ambitious*.

REVIEWER: Duncan Baizley

STARRING Harrison Ford, Michelle Pfeiffer, Diana Scarwid, Joe Morton, Amber Valletta
DIRECTOR Robert Zemeckis
CERTIFICATE 15
PRICE £19.99



Someone at the studio, probably post-production, took a brief look at the proposed title and thanked the Lord there wasn't a question mark at the end of it. He probably had enough to worry about after watching this modern thriller without loading the critics' vitriol-guns with irony-tipped, homing bullets.

Robert Zemeckis, by his own admission, is obsessed with the magic of cinema. He's an entertainer. *Death Becomes Her*, *Forrest Gump* and *Cast Away* – all looked great, but were, on occasion, painful or sickening to watch. It's probably only his *Back To The Future* series that married effects and narrative with any degree of success. But he's box office dynamite – he can do Hitchcock if he wants to. Can't he?

The Spencers live an idyllic life, in a beautiful house by a lake. The daughter leaves for college leaving Dr Norman (Ford) and Claire (Pfeiffer) bumbling on with their lives. As Norman begins to spend more time researching projects at the university, Claire – a one-time symphony cellist – becomes aware that all is not well next door with her neighbours, the Feurs. It's not long, though, before everything's gone a bit wobbly on her side of the fence, as her home appears to have attracted a ghostly presence. Is it her murdered neighbour? Is she slowly going crazy? Is it a delayed effect from the car accident she had a year previously? Is it Henry, the mild-mannered janitor… could be.

The trouble with this modern supernatural thriller is that while it achieves a degree of suspension and spookiness – with drawn out tracking shots and shattered silences – the very core of it's a thin spine of borrowed clichés, predictable set-pieces and shallow characterisations. It's all spook and no thrill. Leaving you jumping as glass shatters and yet not giving a toss at the same time.

HITCHCOCK UP

Ford skilfully manages to realise his character's hidden horrors by barely moving his face throughout the whole film. Even the exertion of a fairly physical climax fails to move him to anything more expressive than a lop-sided leer. Pfeiffer fares slightly better, but still emerges looking like an attractive, but clearly batty, aunt rather than a tormented artist whose sacrifice for her family has put her in danger.

Stylistically, *What Lies Beneath* is well constructed. The creepier scenes occur in steaming, bleached-white bathrooms, rather than the usual murky depths of basements and alleyways. Sadly, for all the well-framed shots and taut atmospherics you're never too far from a photo falling from the sideboard or a chilling breeze blowing net curtains about. The sub-plots seem to drift away as quickly as they appear with no constant thread to keep things moving at a pace. The middle part of the film, with its investigations, brow-knitting and clumsy red herrings is a drag, but compared to the fumbled finale it's almost Hitchcockian in its subtlety. **PSM2**

INSIGHT

- Who can remember Michelle Pfeiffer's turn in the ill-conceived *Grease 2*? Us neither.
- Harrison Ford's come a long way from his debut as a bell hop in 1966's *Dead Heat On A Merry-Go-Round*.
- The first television script that Zemickis and his writing partner, Bob Gale, sold was for a 1974 episode of TV's *Kolchak: The Night Stalker*.

BATH? HUMBUG: Even gratuitous use of Michelle Pfeiffer can't lift this dud.

CASPER'S CHOICE

1 **THE SIXTH SENSE**
Aaargh! Ghosts!
Secrets and horror.
Oh, and a twist.

2 **WHAT LIES BENEATH**
Aaargh! Ghosts!
Secrets and clichés.
Oh, and no twist.

3 **STIR OF ECHOES**
Aaargh! Ghosts!
Well, kind of...

PSM2 VERDICT

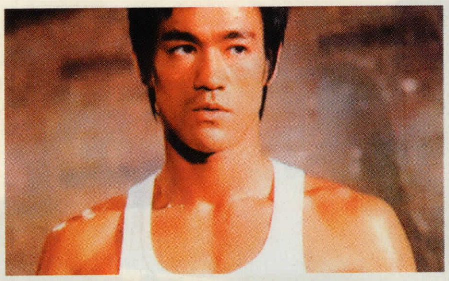
EXTRAS
☐ Audio commentary by Director Robert Zemeckis ☐ *Constructing the Perfect Thriller* featurette – one of the most sycophantic blow and polish jobs yet seen on DVD. It's mostly about every Zemeckis film apart from *What Lies Beneath* ☐ Theatrical Trailer ☐ Cast/Crew biographies ☐ Production notes

OVERALL
You'll admire the cultured construction and jump at the scary bits, but there's nothing to really care about here. The ending's a disappointment, too.

57

UNNATURAL

Kobal Collection/Wall, Nick/Channel 4/Kanzaman



ENTER THE DRAGON

OUT UK NOW

STARRING Bruce Lee, John Saxon, Jim Kelly, Ahna Capri, Kien Shih
DIRECTOR Robert Clouse
CERTIFICATE 18
PRICE £19.99 or £34.99 with *A Warrior's Journey*

Despite a production plagued with Triad gang wars, Lee's last film's easily his best. The great man's screen presence is as palpable as ever, with Jim Kelly's smartarsed Williams and Kien Shih's malevolent turn as monk-cum-heroin dealer taking up the slack. Oddly, compared to Jet Li's super-charged kung-fu stylings, the fighting itself feels oddly flat – even the much-trumpeted nunchaku section's disappointingly short. For Lee purists, then, there's nothing to touch his *Way Of The Dragon* scrap with Chuck Norris, but it's a must-have just to see him beat up a young Jackie Chan. **PSM2** **90**

Kobal Collection/Vinet/Morgan Creek ■Pathé/Arts Council/Canal+

ALSO RELEASED

HANNIBAL

Released Out now **Cert** 18 **Price** £19.99
Anthony Hopkins turns the creepy madman into a camp anti-hero in this much-maligned sequel. A few cheap thrills, but no real chills. A bit of a disappointment. **PSM2** **74**

WOMAN ON TOP

Released Out now **Cert** 15 **Price** £19.99
The career of Penelope Cruz hasn't exactly suffered after being linked to 'Tiny' Tom Cruise, but don't expect much from this foodie flick. Dull. **PSM2** **59**

ALMOST FAMOUS

Released Out now **Cert** 15 **Price** £19.99
If this overly nostalgic rock fest belongs to anyone, it's Philip Seymour Hoffman as gonzo journalist Lester Bangs. Otherwise, if this was a band it'd be The Eagles. **PSM2** **60**

FINDING FORRESTER

Released Out now **Cert** 15 **Price** £19.99
Sean Connery's the reclusive writer, Rob Brown's the aspiring urban writer. Like *Good Will Hunting*, but the sentamentality's overly cloying. **PSM2** **64**

THE PRINCESS BRIDE

Released Out now **Cert** PG **Price** £19.99
Before *Shrek* there was this brilliantly witty, William Goldman scripted fairy tale. Even the most cynical will do well to stifle a chuckle. An inspired triumph. **PSM2** **90**

THE EVIL DEAD: SPECIAL EDITION

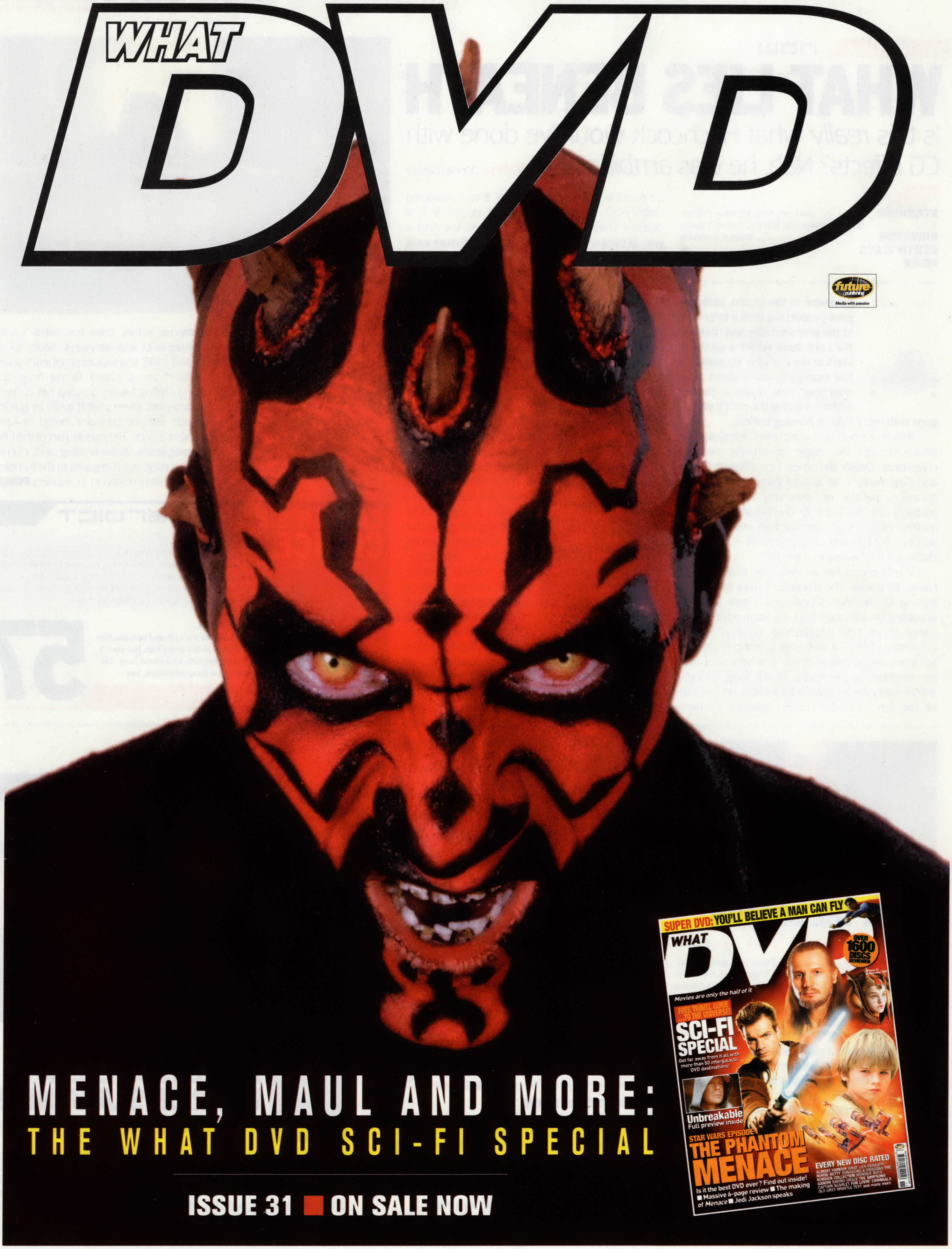
Released Out now **Cert** 18 **Price** £19.99
Shot on 16mm and made for less than half-a-million dollars, Sam Raimi's first schlock horror was rough but great fun. Uncut for the first time in the UK. **PSM2** **77**

WIN!

ENTER THE DRAGON AND BRUCE LEE: A WARRIOR'S JOURNEY!

Chop-Sockey! Fisty PSM2 compo!

Thanks to those most honourable groovers at Warner Home Video we've got five sets of *Enter The Dragon: Uncut Special Edition* and *Bruce Lee: A Warrior's Journey* to give away. Simply tell us: In what year did Bruce Lee punch his last goon, and die? Answers on a postcard/envelope to: PSM2 Magazine, 30 Monmouth Street, Bath BA1 2BW. You must indicate your age. Closing date is Tuesday 20th November. Usual rules apply.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PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

CHARTS FOR MONTH ENDING SEPT 21

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	1	2	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
2	NEW ENTRY!			Extreme-G 3	Acclaim	Cheltenham Studios
3	3	3	2	Red Faction	THQ	Volition
4	2	3	1	Onimusha: Warlords	Capcom	Capcom
5	10	11	2	FIFA 2001	EA	EA
6	5	4	3	Crazy Taxi	Acclaim	Acclaim/Sega
7	Re-entry			Bloody Roar 3	Virgin Interactive	HudsonSoft
8	4	3	3	The Bouncer	Sony	Square
9	12	10	2	SSX	EA	EA Canada
10	8	3	4	Escape From Monkey Island	Activision	LucasArts
11	Re-entry			Oni	Take 2	Rockstar
12	11	11	1	Tekken Tag Tournament	Sony	Namco
13	6	4	2	Formula One 2001	Sony	Studio Liverpool
14	Re-entry			X-Squad	EA	Jasrac
15	17	6	1	Star Wars: Starfighter	Activision	LucasArts
16	13	5	2	Tiger Woods PGA 2001	EA	EA
17	7	3	6	NBA Street	EA	EA Canada
18	9	3	8	EA Sports Rugby	EA	EA
19	Re-entry			Smuggler's Run	Take 2	Rockstar
20	15	1	15	ATV Off Road Fury	Sony	Rainbow Studios

JAPANESE TOP 5

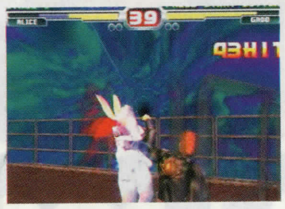
POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Jikkyou Pro Baseball 8	Konami	Squaresoft
2	NEW ENTRY!			Devil May Cry	Capcom	Capcom
3	NEW ENTRY!			Parappa the Rappa 2	Sony	SCEI
4	NEW ENTRY!			Everybody's Golf 3	Sony	Media Vision
5	NEW ENTRY!			Beatmania2 DX 5th Style	Konami	KCEJ

US TOP 5

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Gran Turismo 3: A-spec	Sony	Polyphony Digital
2	NEW ENTRY!			NCAA Football 2002	EA	EA
3	2	2	2	NBA Street	EA	EA Canada
4	NEW ENTRY!			Gundam: Journey to Jaburo	Bandai America	Bandai
5	1	2	1	Twisted Metal: Black	Sony	Incognito Studios

GRAN TURISMO 3

Still amazing, still number one. We get more letters and e-mails about this game than any other, which is why we've been delivering tips for it for the past three months. If you're still finding it tough, you know the address to write to…



BLOODY ROAR 3

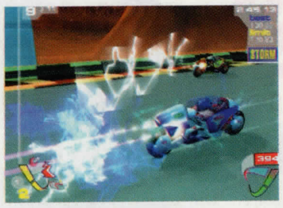
Smack! Aaargh! Woof! Michaela Strachan would be horrified. *And yet probably slightly aroused*. Solid fighting and an initially novel man-to-beast transforming gimmick rescue this from being a one-joke mongrel.

SMUGGLER'S RUN

It's sneaked back across the chart border under the cover of darkness. The cheeky monkey. We find the samey one-player a bit of a yawn, but the head-to-head's enough of a distraction if you fancy shaming a close friend or relative.

PARAPPA THE RAPPA 2

"I've gotta believe!" The rhyming hound strikes back on PS2 with his second lyrical adventure. The rumour mill points towards an appearance by hip-hop classicists, De La Soul. Hmmm, see next issue…

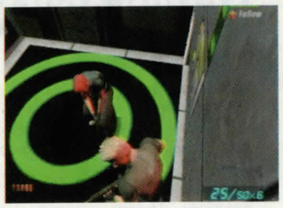


EXTREME-G 3

Alright, it *is* blisteringly fast and that sound-barrier function has to be seen to be believed. Unfortunately, we found the whole experience underwhelming. Still, this proves that people are still gagging for the arrival of *WipEout Fusion*.

ONI

What the heck does *she* want? You come in here with yer pseudo judo and pea-shooter, er… shooters. Not a classic by any means – it looks bland and boasts acres of crate-filled warehouses – but the Anime-style plot's admirable.



X-SQUAD

Now here's something we didn't expect to see for some time, well, at least until the budget range offered some kind of cashback incentive. Repetitive, dull and clichéd, this really isn't worth the admission fee.

GUNDAM: JOURNEY TO JABURO

If you dug *Armored Core 2*, you'll get a blast out of this latest instalment in the classic Anime-based *Gundam* series. Big mechs, stacks of hidden cut-scenes and, er… more mechs. Not that good, though.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> # 11
72

An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends.

CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> # 13
80

This classic revisit to the zombie hell of Raccoon City will also carry the bonus *Devil May Cry* demo. Scary stuff.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09
78

Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09
76

A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07
62

Some of the best hi-tech combat around gets hopelessly lost in dull environments littered with crates. Boring.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07
80

BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. Horrible borders, though.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08
68

Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> # 13
56

Visually inept at times, overly linear but still enough fun to crack the odd smile and keep your interest fixed.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09
24

A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors*' many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06
59

Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> # 12
82

No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Addictively gentle.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04
78

Fast-paced action with excellent game structure. Slightly hampered by some shocking fogging at times.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> # 14
86

Manages to pull off a rare combination of brains and guns while never falling short on looks.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> # 16
62

The lack of variety extinguishes the long-term appeal. It makes a change from taking lives, though.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> # 10
80

Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term.

GAUNTLET
Publisher> Midway
Version> NTSC **Issue**> # 10
32

Multi-player's the best way to get the most from the new PS2 *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami

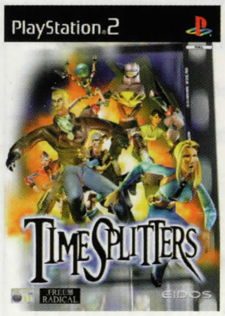
> SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

PlayStation 2
SSX
BIG

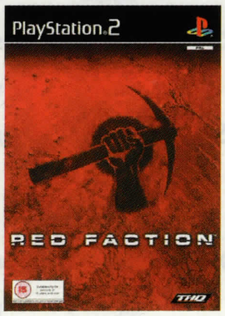
01 > SSX

If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.



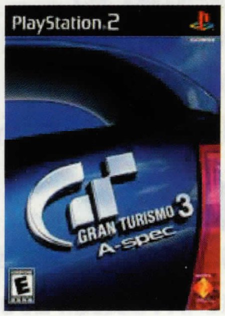
02 > TIMESPLITTERS

The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.



03 > RED FACTION

The immersive storyline probably does more for us than the limited Geo-mod feature, but this is still a gripping FPS. It's hard, mind.



04 > GT3

Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.

PlayStation 2
MTV
MUSICGENERATOR 2
Codemasters
JESTER

05 > MTV MUSIC GENERATOR 2

Cubase on your PS2. Well, nearly. Infinite possibilities even for the tone-deaf amongst us.

Version> PAL **Issue**> #02 29
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> # 14 79
It won't set the world alight, but Spy Hunter's a beautifully crafted, knockabout thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 51
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> # 11 79
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> # 11 66
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 83
Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 60
A few tweaks to the controls and this could have been something a bit special, instead it's uninspiring.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 79
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 87
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 60
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> # 10 50
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 40
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 70
Certain to please Offroad purists, but it's a pity SCEA couldn't have compromised on the realism.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> # 12 65
Simple to learn but relentless in action, poor presentation and slightly dodgy graphics let it down.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 57
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim

HEAD 2 HEAD

BALLS AND CUES

› POOL MASTER

Publisher> Take 2
Version> PAL
Issue> #05

PSM2 VERDICT 45

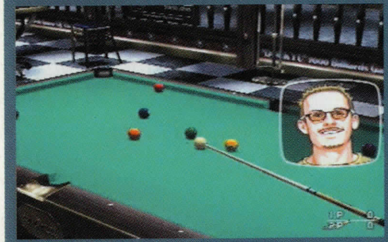
› WORLD CHAMPIONSHIP SNOOKER 2002

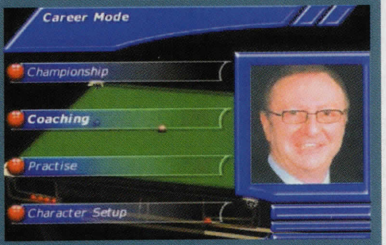
Publisher> Codemasters
Version> PAL
issue> # 14

PSM2 VERDICT 76

PRESENTATION:
The arenas are nicely detailed and the table, balls and cues all look the business. The main problem here is the interjection's from your opponents. They're 2D representations of fools with speech bubbles. Rubbish.

PRESENTATION:
Beautifully put together, from the shiny textures of the balls to the gently phlegming audience. All this is nicely captured with authentic TV camera-style angles. Shame that the players look nothing like the real thing.



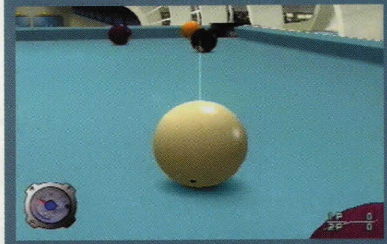


GAMEPLAY:
It's pool, with both the eight and nine ball rules variations. Unfortunately, some iffy camera angles make tight shots a pain to pull off and the Analogue 'shot strength' feature quickly becomes annoying.

GAMEPLAY:
This is where *WCS* really shows its class. You start with an 'aiming assist' option switched on, which, after you're feeling confident enough, you can switch off. The learning curve's neat for everyone. Lovely.

MULTI-PLAYER:
Thankfully they've included one, because after a few hours of the commentator saying 'nice in' and some flat-faced berk telling you not to think to hard, you'll weep real tears of gratitude when a mate offers to become your opponent.

MULTI-PLAYER:
Far more satisfying than beating Stephen Hendry with a cue is making a monkey of a live opponent. The Training mode means that even if you've never played before, you can polish your technique with the wise guiding hand of Dennis Taylor. Rack up those breaks.



LIFESPAN:
Pool's not the longest game in the world anyway. All it takes is some flash git to bang everything down, and it's game over. How long you persevere in one-player is down to your stamina, although you might settle a few scores in two-player.

LIFESPAN:
With so much on offer – 18 tournaments and three timed challenges – you'll be back to this for a quick frame time and time again. With so much to do, and the advantage of playing with or without the 'assist' option, *WCS* gives back as much as you want to put in.

POCKET MONEY

Alright, so they're different games and *Pool Master's* a Westernised version of the Japanese NTSC title, *Doukyu Billiards Master*, but if you're a fan of one, then you'll more than likely enjoy a bit of the other. So to speak. *Pool Master* falls on its arse mainly because of the lack of options and the presence of some Japanese-centric oddities – like the irritating opponents. So *World Championship Snooker 2002* wins by a landslide because, quite simply, it's an excellent example of how to bring a niche game to a wide audience.

Royal Scots
Mark Williams
Stephen Hendry

WORLD CHAMPIONSHIP SNOOKER 2002

Version> PAL **Issue**> # 13 60
Close, but absolutely miles away at the same time. A massive shame, because it looks lovely.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 84
A definitive purchase for F1 die-hards, and a rewarding challenge for any console race fan willing to rise to it.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 47
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 66
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 72
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> # 13 93
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> # 12 73
Good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 80
Motorbike racing experience with convincing handling and gorgeous details. If you like your bikes this is beautiful.

MX 2002
Publisher> THQ
Version> PAL **Issue**> # 14 78
It's not quite the complete fusion of mud-splattered racer and daredevil sim that it tries to be.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 56
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 72
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> # 10 76
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 75
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> # 11 45
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> # 13 38
No taunts, betting and revving up at the lights – in fact, anything that could've made an entertaining game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 62
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> # 11 63
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03
71
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08
85
A flawless conversion to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11
88
BEST FPS TITLE A brave attempt at innovation ends in an entertaining action adventure that's not without flaws.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04
86
Great multi-player, a Level Editor and some incredibly hard challenges make this a must-buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07
82
Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08
79
A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06
54
Construction paradise as long as you can bear the awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06
70
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10
74
Lush battles, loads of strategy – like chess but with huge robots.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08
46
A derivative title that packs enough tactical thought to amuse, but it's still very average.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07
84
BEST MECH TITLE The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05
35
A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06
29
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull... even for kids.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13
79
A candy-pop, innovative roller coaster ride, that falls short of greatness due to a repetitive structure and short life-span.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12
51
Yawn. They said they wanted to kick moribund platformers up the arse and then settled for mediocre.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10
73
Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05
68
The characters are for kids, the gameplay's for adults. *Rayman* is only almost great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04
71
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01
85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10
78
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04
78
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue**> #11
81
Derivative in places, but still manages to mould the tired RPG genre into something refreshing and fun.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12
80
Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue**> #02
35
An uninspired RPG that will remain awkward until the lack of speed and its other shortcomings are addressed.

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue**> #14
90
BEST RPG As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter along the way.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04
56
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06
80
It might take a bit of getting used to – but it's certainly different. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07
70
A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11
47
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11
18
Repetitive, flawed and utterly lamentable. Don't bother.

HEAD 2 HEAD

PLATFORMERS

> GIFT	> RAYMAN REVOLUTION
Publisher> Acclaim **Version**> PAL **Issue**> #12	**Publisher**> Ubi Soft **Version**> PAL **issue**> #05
PSM2 VERDICT 51	**PSM2 VERDICT 68**

GIFT

PRESENTATION:
The intro movie sets the tone with some amusing characterisations, but it all goes out the window in-game. This is pretty basic stuff with both the environments and their inhabitants lacking any real va-va-voom.

GAMEPLAY:
Gift can fly, jump, swim and climb around some fairly ordinary looking levels. Boxes are there for climbing and gaps are meant for leaping – there's no real innovation here. He does get to fire his anti-demon gun and solve puzzles with his magic light staff, but after pulling one switch, or standing on one pressure pad, too many you're pretty much in basic platform land.

MULTI-PLAYER:
No. Although you might find a group of brain surgeons handy for trying to work out what's going on.

LIFESPAN:
The majority of *Gift* isn't too troublesome, which just leaves the odd moment of banging every square millimetre in a desperate attempt to progress through an innocent looking puzzle. Frustration will definitely prevent you revisiting this French oddity.

RAYMAN REVOLUTION

PRESENTATION:
This little tyke gets a quality PS2 rub-down. The game world's bright, busy and beautifully rendered, so it's a shame the characters are so unappealing and the camera angle an occasional nightmare.

GAMEPLAY:
There's a huge amount of exploration to get immersed in with solutions not always presenting themselves in the basic platforming style you'd expect them to. The joy of *Rayman* is that there're so many different skills to get to grips with, but the trial and error nature of the learning curve can sometimes make you want to kick the screen in.

MULTI-PLAYER:
It's a lonely single-player quest, but unlock the mini-games and you can enjoy four-player globox footy.

0/50
0/3
THE PIRANHAS ARE COMING TO TAKE MY AIR BUBBLES!!

LIFESPAN:
Big levels with plenty to do means that it'll take a main chunk of your life to complete a standard game. Collecting all the Lums on each level will stretch it out even further. Forty hours of gaming and some mildly diverting mini-games? Mon dieu, you're *spoiling* us.

PLATFORM SHOEING

There's still not a whole load of options for platform-heads on PS2, but both of these at least attempt to bring either innovation or next-gen looks into our lives. Shame that neither of them can manage both. While *Gift* may have the brains, it doesn't have the looks. Bizarrely, its main character is even more irritating than Rayman... which is no mean feat. So, until *Jak and Daxter* get it together, you'll have to make do with *Rayman Revolution*. Fun to play and attractive to look at, but just don't take that 'Revolution' tag too literally.

RAYMAN REVOLUTION

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09
40

A lazy banged-together rehash of established concepts, with novelty appeal for *Army Men* fans.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10
86

BEST SHOOT-EM-UP Rammed with stuff to do, humour and significant extras that you won't find on other formats.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03
77

Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09
85

Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. Bit repetitive, though.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14
70

Once mastered it's an explosive charge into occupied territory. Definitely lives up to its impressive legacy.

TWISTED METAL: BLACK
Publisher> Sony
Version> NTSC **Issue**> #13
80

Fast, frenetic and a real puller. Darkness be damned, we like the way *Twisted Metal: Black*'s sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06
69

It's basic and linear, but get into it and it's surprisingly fun. The multi-player modes a surprising triumph.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11
29

Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05
68

Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10
72

A quality two-player game of hardball, but best of British trying to find someone to play against.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14
76

Bugs aside, this still has some impressive moves on PS2.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07
59

Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04
63

Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09
68

A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04
70

The unforgiving learning curve may put the curious off. Go for SSX for maximum thrills.

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04
79

A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12
07

Shamelessy repackaged and aimed at young fans. Arse.

ISS
Publisher> Konami
Version> PAL **Issue**> #02
81

Not the best football game ever, but settles for great playability and the odd touch of class.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue**> #04
86

BEST SPORTS SIM A superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07
72

A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07
70

As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11
74

A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04
70

Looks the business with a pile of options, but it feels like it's the stats rather than you ability winning game.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07
79

Beautifully captured, but incredible character models are compromised by some nasty graphical glitches.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05
45

Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04
82

BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10
80

Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06
29

A diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03
95

BEST SNOWBOARDING TITLE *SSX* does for PS2 what *WipEout* did for PSone. Fast, groovy and very playable.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05
70

A very relaxing, helpful, chirpy game of golf. Comedy characters kick realism in the head. There're no Tigers here.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14
71

Deceptive playability and with some excellent detailing, but the occasional flaw limits the long-term appeal.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08
72

It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12
56

The occasional neat touch gets strangled by stilted animation and odd ball movement. Shame.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14
80

This realistic boxer falls just short of greatness, held back by some bizarre bugs. Still a hard-hitting challenge, mind.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue**> #09
91

BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it.

WORLD CHAMPIONSHIP SNOOKER
Publisher> Konami
Version> NTSC **Issue**> #09
76

Beautifully crafted snooker sim which captures the atmosphere and realism of this gentle ball game.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue**> #05
74

Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10
90

A Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2.

> SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

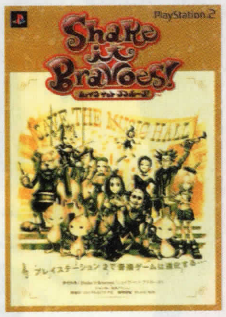
Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

01 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.

02 > ONIMUSHA
Capcom doing what they do best – visceral thrills, and solid storytelling. For those who want to avoid the PAL version's borders.

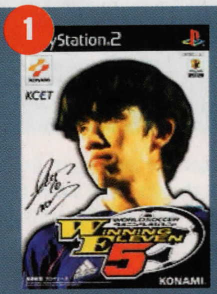
03 > FINAL FANTASY 10
Can't wait until next year? Well, not surprising really. Check our definitive import review of *FF10* on pg80 before you go NTSC.

04 > PIPOSARU 2001
Or *Ape Escape 2001*, if it makes things any easier. A corking platformer on PSone now going, ahem... bananas on PS2.



05 > SHAKE IT BRAVOES!
A classical *Samba di Amigo* that allows you to conduct Tchaikovsky with a DualShock 2. No, really.

BUNCH O' FIVES: FOOTY



1 **WINNING ELEVEN 5**
Hits the UK in November as *Pro Evolution Soccer*.

2 **ISS**
If you can't wait 'til then get the original *ISS*.

3 **FIFA 2001**
FIFA 2002 will also arrive this winter. It looks *OK*...

4 **TIF 2002**
Sony's home-grown effort is rich in atmosphere.

5 **UEFA**
A fairly decent kickabout with average graphics.

www.peugeot.com
NIKKO
Esso
Ultra
sparco
MICHELIN

SWEET RALLY HIGH

Tarmac's for wimps. That's official. Anyone looking for a *real* driving challenge should know their right-twos from their left-fours and head for the gravel. Gripped.

Co-driver: Marcus Hawkins

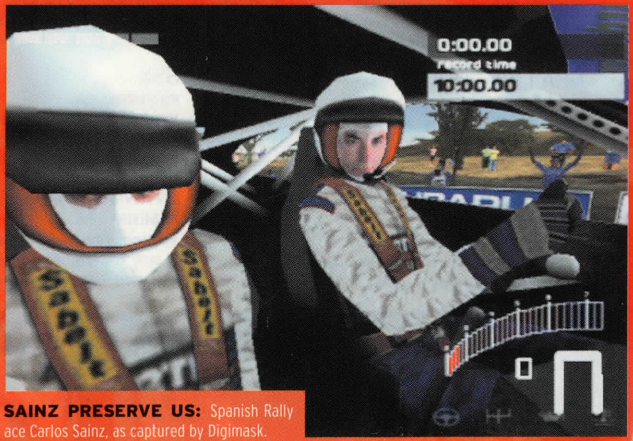
Lashing a car around a choppy course at rib-dislocating speed, fighting with the steering wheel as your car coasts towards a pine-spiked ravine, all the time shaving seconds off a rival's split time. Brilliant. This is what rally driving's all about – and why it comes packed with the right ingredients to create the most edgy racing games experience on PlayStation 2.

But it can prove difficult to get the balance right. PC gamers have grown accustomed to serious sims, while console gamers have been a little more accepting of wild stimulation over strict precision. According to a recent poster on *http://www.worldrally.net*, the best rally games he'd played had "Incredible reality level. All stages actually mapped in length, curves etc. Realistic handling. Realistic landscape. Tough opponents – if you end up on your roof you *will* lose 15 places."

These are the kind of demands Evolution Studios are attempting to satisfy in *World Rally Championship 2001*, due out for PS2 in November. Could this be the game that truly matches muddy realism with DualShock 2 clarity? Could this the game to cork Colin McRae's PlayStation champagne?

Four months ago, PSM2 got to play an early version of *WRC*. We came away a little shaken, and not too stirred. It was painfully unforgiving. A whispering nudge on the left Analogue stick and your car would bounce up a bank and barrel onto its roof like some fuel-injected land turtle. Not a lot of fun.

But now, as we accelerate towards its release date, we've managed to secure a much more advanced copy. And things seem steadier.



SAINZ PRESERVE US: Spanish Rally ace Carlos Sainz, as captured by Digimask.

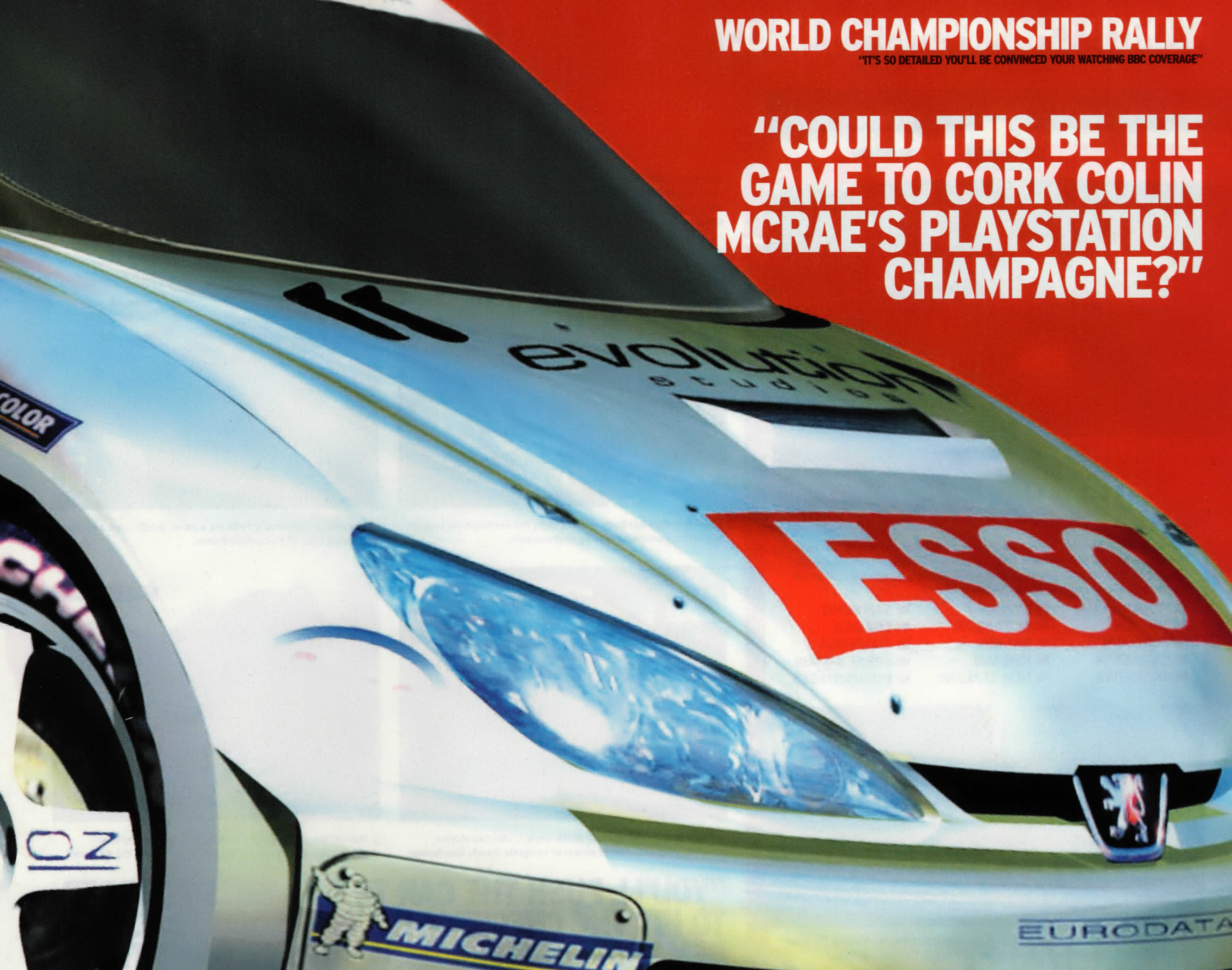
It looks better than ever. The way cars get damaged; the way mud spatters across your windscreen and chokes your view; the way the roadside verges and cliff faces don't just look like flat textures but *feel* rough; the way the sunflare stabs you in the eyes – it's so detailed you'll be convinced you're watching BBC coverage.

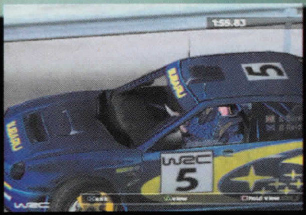
There was no real danger of it ever looking bad though – this is a polygon-chewing PlayStation 2 and there's no excuse for sloppiness. It was the handling that was more of a concern, and thankfully it's maturing smoothly.

WORLD CHAMPIONSHIP RALLY

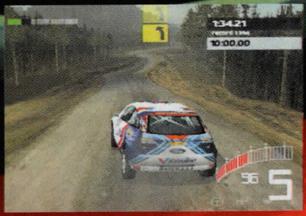
"IT'S SO DETAILED YOU'LL BE CONVINCED YOUR WATCHING BBC COVERAGE"

"COULD THIS BE THE GAME TO CORK COLIN MCRAE'S PLAYSTATION CHAMPAGNE?"

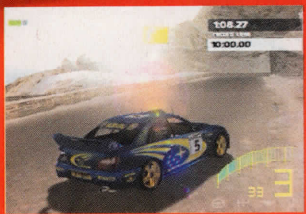




DEVIL'S IN THE DECALS: Car models are as realistic as you'd expect from *WRC*.



TRACK AND FEEL: The constant feeling of lateral motion has you fighting the wheel.



SUN AND AIR: Whatever spectacular effects *GT3* may boast, you'll find them here as well.

You now feel more in control of your car. It's still a little airy for everyone's tastes, but at least crunching over tiny rocks doesn't send you flipping into next week. Although if you've been playing *GT3*'s rally courses, you *will* have to take a step back and get to grips with the basics of rallying. *WRC*'s a driver's game. You won't be thumb-down on the throttle the entire length of a stage, you'll need to pump your brakes to stop you totalling your motor and balance your powerslides to pinpoint perfection to stop you hammering into rock faces.

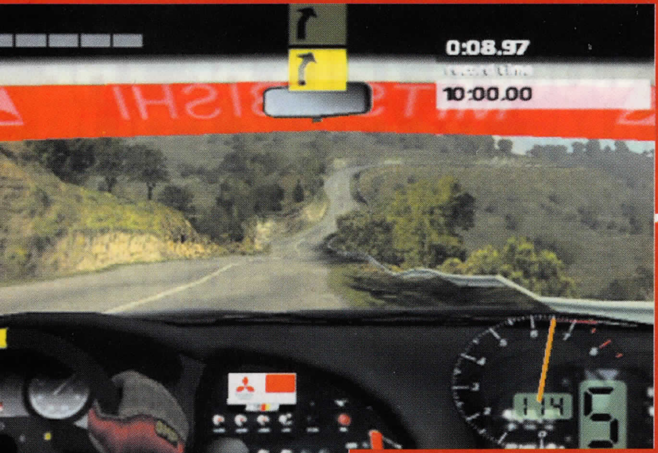
Frequent car crunching knackers your steering, with the car pulling left or right, and steam streaming from the engine indicating that it's had it as well. But you'll have to push the car to its limits in order to hit the checkpoints in record time. It demands a driver with nuts of granite.

WRC isn't going to be your only rally choice on PS2 this Christmas. Liverpool's Rage are currently finishing off *GTC: Africa*, a racer which blends rally-style driving with circuit racing. Microids' *Master Rallye* will go for a more cross-country approach, with a free-roaming, go-anywhere race from A to B. Then of course there's Acclaim's *Paris-Dakar*, based on the 'legendary' burn across the desert in trucks, cars and on bikes. Probably all a bit of a giggle and worth having a quick look at if you're not obsessed with rubber on dirt roads, but don't expect rallying in a serious Stig Blomqvist-stylee.

So Evolution Studios have a lot to achieve with their first PS2 game. Can they combine a comprehensive rally sim with the buzz of arcade accessibility? Over the page we take a look... ►

WORLD CHAMPIONSHIP RALLY

"THANKFULLY, IT'S MATURING SMOOTHLY"

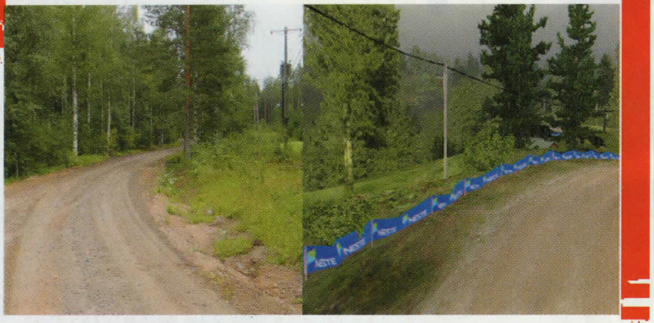


DASH IT ALL: It's a hell of a lot harder to steer when the windscreen's shattered.

ROUTEY CALL

The World Rally Championship is a 14-round series for four-wheel drive rally cars. Needless to say this is reflected in *WRC*, the game, with 14 rallies, each featuring five stages. They follow the same order of the 2001 calendar, although not all the routes are based on actual courses.

- MONTE CARLO
- SWEDEN
- PORTUGAL
- CATALUNYA
- ARGENTINA
- CYPRUS
- ACROPOLIS
- SAFARI
- FINLAND
- NEW ZEALAND
- SAN REMO
- CORSICA
- AUSTRALIA
- GREAT BRITAIN
- BONUS STAGES

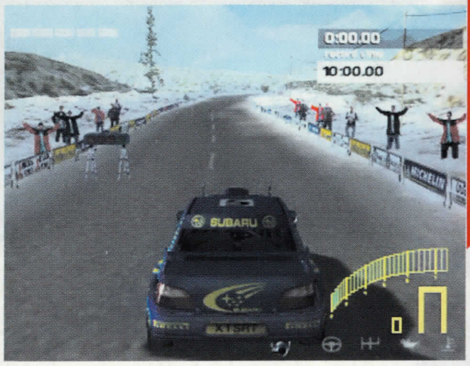


COPY AND TV: One of these versions of the track is actually the real thing. The other is a beautifully captured impostor. Real's on the left, copy on the right... we think.

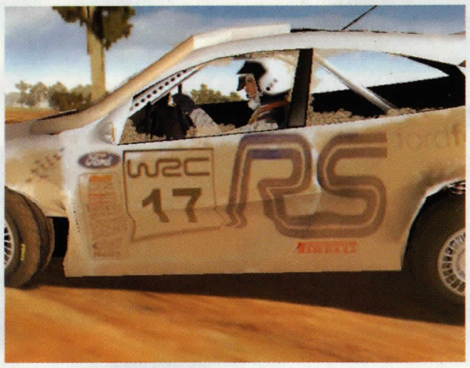
RALLY MCREAL

How real is *WRC*? It's this real: All the cars, teams, drivers and locations of the real WRC event. Digimask technology has been used to get photo-realistic faces of the drivers and co-drivers into the game (you can get your own computer head generated at *www.digimask.com*). The courses are 'procedurally generated', meaning they don't take up a lot of memory – freeing space for more accurate car models and environmental effects. The game *is* dirty, it *is* messy and above all, it *is* dangerous.

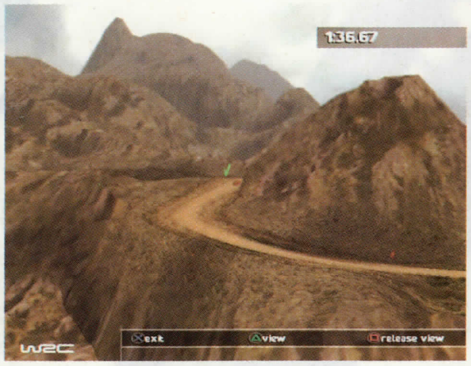
▲ Satellite data has been referred to by the development team to help create convincing rallying environments.



▲ The motion-captured crowds are a smart detail – and a lot more convincing than *GT3*'s cardboard army.



▲ Depending on the violence of the impact, cars can receive smashed windows, dented panels or complete bloody knackerage.

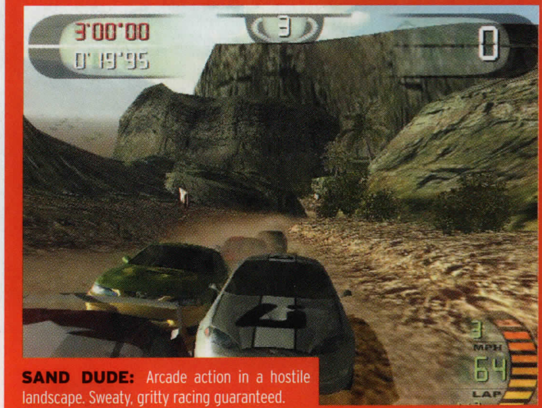


▲ Most of the courses come with impressive scenery draw distance – you'll drive on the mountains you see in the distance.

> **"YOU'LL PUSH THE CAR TO ITS LIMITS IN ORDER TO HIT THE CHECKPOINTS IN RECORD TIME. IT DEMANDS A DRIVER WITH NUTS OF GRANITE"**

RALLY OF THE KINGS

World Rally Championship isn't the only choice for rally nuts this winter. Take a look at your other options:

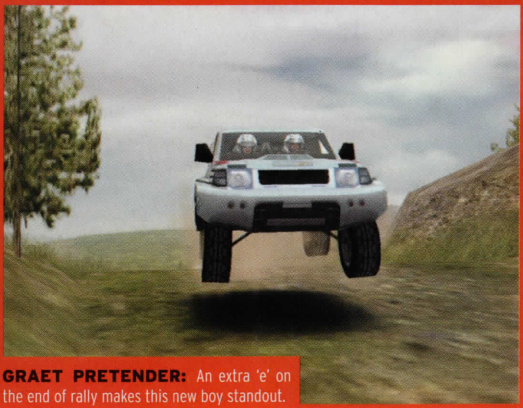


SAND DUDE: Arcade action in a hostile landscape. Sweaty, gritty racing guaranteed.

GTC AFRICA

The first game released as part of the fictional Global Touring Challenge series, *GTC Africa* sees you scorching across the continent's jungles, plains, countryside and cities. It's not a true rally game – it's a lap-based race against a field of other petrol-heads, but with plenty of powersliding.

Key Features:
- 19 African circuits.
- Licensed vehicles from the likes of Ford, Subaru and Pontiac.

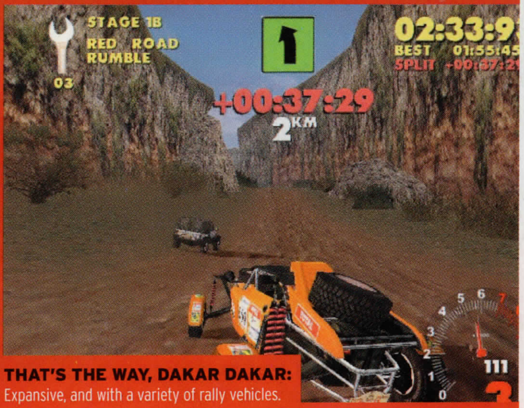


GRAET PRETENDER: An extra 'e' on the end of rally makes this new boy standout.

MASTER RALLYE

Developed by Glasgow-based Steel Monkeys, this is a game based on the ten-day 5,000km cross-country Master Rallye event, which takes drivers from Paris to Moscow in a bid to pick up the International Automobile Federation Off-Road World Cup. We've never heard of it either.

Key Features:
- Over 30 races.
- 21 licensed, customisable cars taken from current and previous races.



THAT'S THE WAY, DAKAR DAKAR: Expansive, and with a variety of rally vehicles.

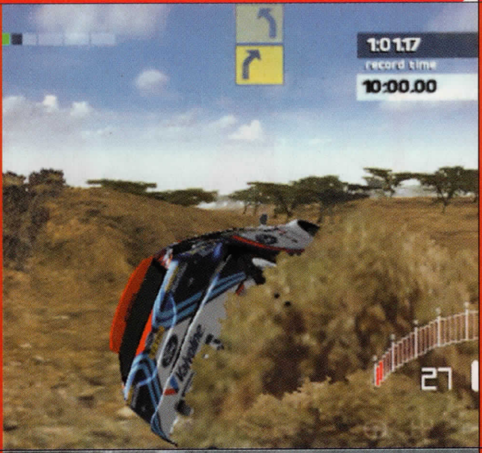
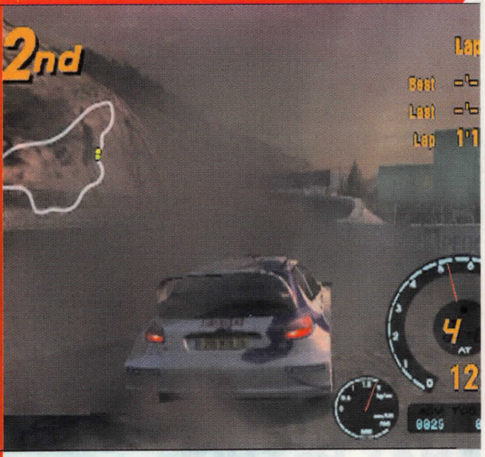
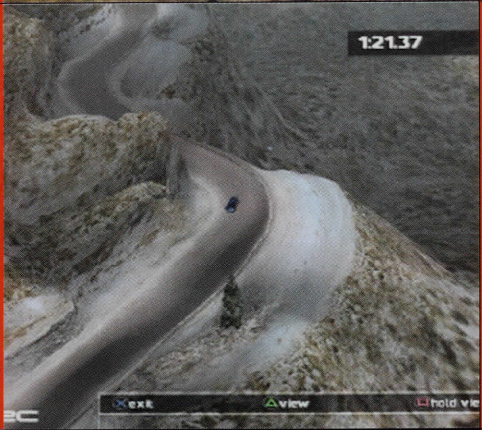
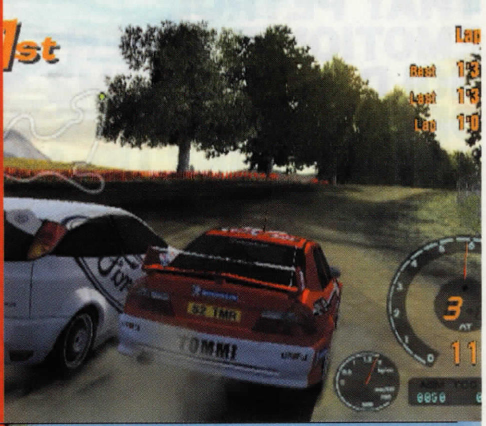
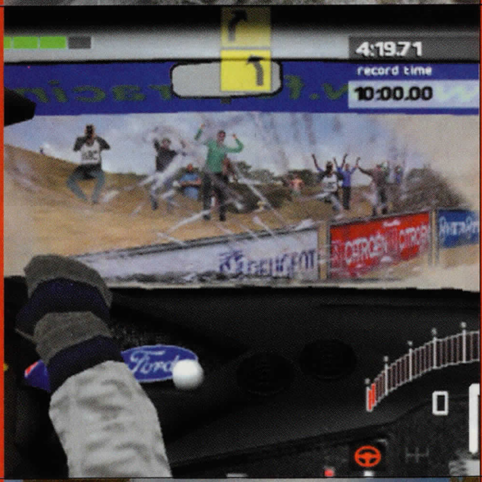
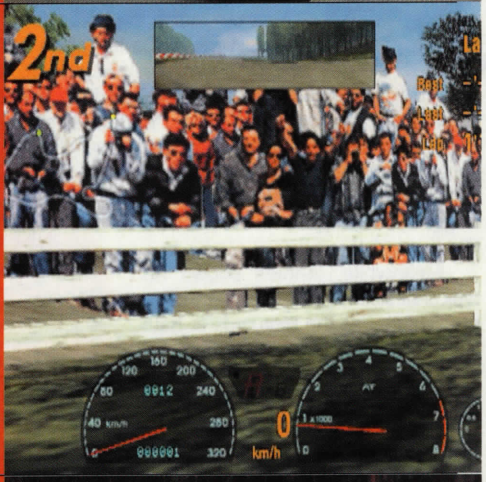
PARIS-DAKAR

Based on the slightly more famous cross-country race, Acclaim's 6,500 mile experience doesn't actually follow any specific year's route but still manages to capture the essence of the race. Comes with a full 16:9 widescreen mode too.

Key Features
- 12 stages.
- 24 licensed vehicles, including bikes, off-roaders and quads.

COMPARE SHAPED

We've all played *GT3*'s addictive rally courses. So, to give you a feel for *World Rally Championship*, we've made a detailed comparison between the two, highlighting how key features compare across the two games. It might not seem hugely fair – *GT3*'s rally experience is only a part of a much larger game – but it gives you a good insight into how it feels behind the wheel of *WRC*.

	WORLD RALLY CHAMPIONSHIP	GRAN TURISMO 3
HANDLING After putting in the time to get to grips with *WRC*'s demanding, twitch-worthy handling dynamics, *GT3* seems like a quid-a-go arcade game. Evolution Studios have created a realistic rally experience, with all the concentration-sharpening, reflex-mauling you'd expect. It's *V-Rally* intense rather than *Colin McRae* cuddly – a little unforgiving, a little frustrating, but rewarding once you start accelerating up the learning curve.	- Forget *GT3* – this demands pinpoint precision. This is 'real'. You *will* use your brakes. - Handling too 'floaty light' at times – cars can seem to bounce like remote control models. - Cars' performance affected by damage. 	- Very forgiving, natural feel to the controls. The second you pick up a pad, it feels *right*. - Powerslide recovery is painless. - Cars unaffected by damage. You can crack 'em like dodgems. 
COURSE DESIGN *WRC* really does feel like a European game – most of its courses are narrow, twisting rivers of gravel, wringing the most from both the landscape and your patience. By comparison, *GT3*'s Thames-wide, dusty sweeps are a breeze, Tahiti Maze being the only one designed to cause you any great pain. The reason for this is simple – *GT3*'s courses are conceived to allow plenty of nip-and-tuck overtaking points. *WRC*'s have been plotted to test the committed driver.	- Stage-based, with more bends than the infamous Monaco circuit. - Regular-sized roads keep you pumping at the brakes. - Terrain variety adds depth. 	- Lap-based, with each curve becoming very familiar. - Sweeping, leaving lots of room for overtaking. - Not that testing really. 
GRAPHICS Despite the cars finishing the races as immaculately as they started in *GT3*, they do throw up cough-inducing clouds of dust as they churn around its courses. But you'll be blown away by the progressive damage and dirtying of the car bodywork in *WRC* – trying to race in-car from behind a cracked windscreen is a shattering test of nerve. The rally game also throws up numerous other eye-charmers: cheek-suckingly rich skyscapes, highly detailed car and driver models, impressively textured trackside verges... Gives *GT3* a real run.	- Real depth to the environments – huge drops to the sides of many courses. - Its replays are a calming reward for the draining performance you need to put in. - Lens flare effects that'll scorch your 'lids. 	- Solid feel to everything (bar the illusion-shattering crowds) - Psychedelic replays cut to music. - Blinding use of lens flare – but not a patch on *WRC*'s sunbursts. 
SOUND Wasp in a jar or grunting, rolling, fume-shitting growl? We'd go for the latter, cheers. Thankfully, so have Evolution Studios, distilling the sound of turbo-charged rally-tuned motors into the soundtrack mix of *WRC*. Go for in-car view to really appreciate the muffled sound of your engine and the cracking of loose stones against the bodywork. Replays too, are punchier than in *GT3*, with aggressive shouty rawk providing the perfect atmosphere to the grittier action. There again, *GT3*'s huge in scope – look at how many cars it's replicating the sounds for...	- Clapping, whooping, air horn-parping crowd at the start and finish. - Co-driver filling your ears with corner and speed details. - Turbo-popping car samples. 	- Car sounds authentic, but not as throaty as those in *WRC*. - Decent music. - Breezy skidding sounds.

PRO TIPS

プロ/ヒント

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

THAT PETROL EMOTION'S TAKEN HOLD IN THE PSM2 OFFICE – IT'S TIME TO REV UP, TUNE UP AND BURN OUT.

JOEL

What with the masses of driving games on the PS2, some members of the team are finding it hard to sleep without the soothing drone of an idling car engine next to their heads – and you can reap the benefits in this very issue.

First up, there's the third part of our exhaust-ive (ah-ha-ha) guide to *GT3*, then the car-nage (no, stop it) really starts on pg 112 with our indispensable guide to the darkly entertaining *Twisted Metal: Black*. You'll also notice that every other petrol-powered game in the world's coughed up a wad of cheats, from the Mach One-stylings of *Extreme-G 3* to the mud-clogged trundlings of *4x4 Evolution*. Flicking typical.

Meanwhile, Jonnie's shown his typical dedication to mastering the art of Blitzball – as the lifeguards at Bath Fitness Centre's swimming pool will attest. If only they'd be a bit more sporting and keep the combat turn-based, they wouldn't stand a chance. Finally, you'll notice that Floyd and Bubba-Joe have taken advantage of this issue's glut of quality reviews to kick back, grab a jar of Uncle Cyrus' Moonshine and do some whittlin'. Rest assured, though, their hugely popular PS2 clinic will be back – so keep those letters and e-mails coming in. **PSM2**

NEED HELP?
Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

SIX MACHINE: Give yourself an extra playable character to whizz around the tiny arenas.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Surrounded by slightly miffed games injuns? Let PSM2's tips cavalry thunder heroically to your aid.

MOTOR MAYHEM

Unlock Buzzsaw

To unlock Buzzsaw as a playable character, beat the Deathmatch, Endurance and Eliminator modes with the same character on either Hard or Very Hard Difficulty.

EXTREME-G 3

When Freddie Mercury sang, "Don't stop me now, I'm having a good time, I'm having a ball," he probably wasn't talking about the lightning quick, but dull, *Extreme-G 3*. It only came out last month, after all.

Unlimited Turbo

To get unlimited turbo, go the title screen. Press R1+L1, R2+L2, R1+L1, R2+L2. When the code is entered correctly, you get a message confirming entry.

Infinite Shields and Turbos

At the main menu, press L1+R1, L2+R2, L1+L2, R1+R2. If you entered the code correctly, an "Unlimited Energy/Turbo" message will appear. The effects of this code only last for one race, so you'll have to re-enable them before each one.

Infinite Ammunition and StarCom team

At the team selection screen or the screen with the League Race and XG Mall options, press L2, R2, L1, R1, L2+R2, L1+R1 to unlock the StarCom team and limitless ammo. If you entered the code correctly, a message will appear. Try using the Rear Blaster for best effect.

Double prize money

Stuff your coffers with this cheeky code. At the main menu, press L1+L2, R1+R2, R1+R2, L1+L2.

TIP OF THE MORNIN'

MX 2002

Sick of Ricky Carmichael and his boy-racer nerdishness? Injure him horribly. To jump off your bike, just hold all four shoulder buttons at once.

PRO TIP

Remember, if you want a challenge in *ATV Offroad Fury*, enter ALLOUTAI to make the CPU drivers super-hard.

TRACK OR TREAT: Take a short-cut to *ATV's* maximum riders and arenas with our handy tip.

4X4 EVOLUTION

Not evolution in the Darwinian sense, obviously. But a game from Take 2.

$25,000
For some extra cash, pause the game, hit L2, ⊡, R1, ⊡, R1, L1, ◎, L2, ⊡, R2, ⊡, R1.

All Trucks
If you want access to all 18 trucks in custom colours, pause the game and hit L1, L2, R1, R2, ⊡, ⊡.

Unlock Secret Vehicles
Enter the following code at the Main Menu for some trucks with, um, different logos on them. Coolio!
L1, L2, R1, R2, L1, R1.

Slow Motion Mode
L1, L2, R1, R2, ⊡, ◎

Warp Speed Mode
L1, L2, R1, R2, ⊡, ⊡

Normal Speed Mode
L1, L2, R1, R2, ◎, ◎

AMISH YOU ALREADY: Not just the stars of Hollywood films, videogames can feature 'em as well.

ATV OFFROAD FURY

ATV? It's easy as 1-2-3. As long as you cheat. Go into Pro-career mode and enter the following codes instead of your racer's names. If they've worked, you'll be sent back to the main screen when you select Done. CHACHING – All riders. WHATEXIT – All vehicles.

DAVE MIRRA FREESTYLE BMX 2

Unlock All Bikes
Enter the following code at the Main Menu: ↑, ←, ↓, →, ↓, ↓, →, ↓, ↓, ←, ⊡.

To unlock the following characters and costumes, enter the cheats at the Main Menu:

Colin Mackay's Competition Outfit
↑, ↓, →, ↓, ↑, →, →, ↑, ⊡

Dave Mirra's Competition Outfit
↑, ↓, ↑, ↓, →, ←, ↑, ↑, ⊡

Joey Garcia's Competition Outfit
↑, ↓, ↑, ←, ↓, →, ↓, →, ⊡

Kenan Harkin's Competition Outfit
↑, ↓, ←, ↓, ←, ↑, ↓, ↑, ⊡

Leigh Ramsdell's Competition Outfit
↑, ↓, ↓, ←, ↓, ↓, ↓, ←, ⊡

Luc-E's Competition Outfit
↑, ↓, ←, ↓, ←, →, ←, ←, ⊡

Mike Dias
↑, ←, ↓, →, →, ←, ↑, ↓, ↑, →, ⊡

Mike Laird's Competition Outfit
↑, ↑, ↓, ↓, ←, →, →, ←, ⊡

Rick Moliterno's Competition Outfit
↑, ↓, ↑, ↑, ↑, ↑, ←, ↑, ⊡

Ryan Nyquist's Competition Outfit
↑, ↓, ↓, ←, ↓, ↑, ↑, ↓, ⊡

Scott Wirch's Competition Outfit
↑, ↓, →, ↓, ↑, →, →, ↑, ⊡

Tim Mirra's Competition Outfit
↑, ↓, →, ←, ←, ↑, ↓, ↑, ⊡

Todd Lyons' Competition Outfit
↑, ↓, ↓, →, ↑, ←, ←, ↓, ⊡

Troy McMurray's Competition Outfit
↑, ↓, ←, ↓, →, ←, ↑, ←, ⊡

Zack Shaw's Competition Outfit
↑, ↓, ←, →, ↓, ↓, →, ↓, ⊡

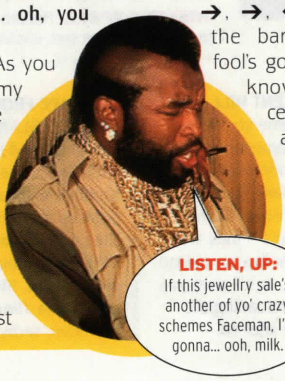
›GUEST TIP ゲスト/ヒント

MR T PITIES YOU

Not to be confused with Mr Tickle, Mr Ass or Mr Plough, it's... oh, you know the rest by now.

"Listen up, super-suckas. As you know, I take great pride in my facial hair – many's the barbershop ownin' fool that's taken a world-class whuppin' for messing with my beard. Anyway, I pity those Amish fools – not a set of beard-trimmers between them – but if you want to be one in *Dave Mirra Freestyle BMX 2*, just go to the main menu and enter ↑, ←, ↓, →, →, ←, ←, ↓, ↑, ←, ⊡. How the barn-buildin', pony-trap ridin' fool's going to handle a BMX, I don't know." Mr T continues his ceaseless hunt for cheats that annoy him in some obscure way next issue. Probably.

Mr T has been overdoing it on the heavily-spiked lactose drinks. His views, obviously, do not reflect those of PSM2. Thank the Lord.



LISTEN, UP: If this jewellry sale's another of yo' crazy schemes Faceman, I'm gonna... ooh, milk.

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

Remember, you *have* to enter the M code first, or the others won't work.

GRAN TURISMO 3
(M)
EC878298
1437F4F4

Always on Lap 3
Single Race
3D6DA180
1456E7A8
3D6E4C9C
1456E7A8

Always on Lap 2
Single Race
3D6DA180
1456E7A7
3D6E4C9C
1456E7A7

Trial Mountain
ENDURANCE LEAGUE
1C02F0B4
1456E7A5

Super Speedway 100 Mile
ENDURANCE LEAGUE
1C02F0B0
1456E7A5

Seattle 100 mile
ENDURANCE LEAGUE
1C02F0AC
1456E7A5

EXTREME G3 RACING
(M)
EC8E8D08
1456E60A

Have 1500G Bike
4C8C79D0
1456E6A6

Have 1100G Bike
4C8C79CA
1456E6A6

Have 900G Bike
4C8C79CC
1456E6A6

All Weapons
4C8C79B8
1456E6A6
4C8C79B6
1456E6A6
4C8C79BC
1456E6A6
4C8C79BA
1456E6A6
4C8C79C0
1456E6A6
4C8C79BE
1456E6A6

Pots Of Cash
4C8C79AC
1456B00C

Infinite Shield and Turbo
4C8A4620
1456E7A7

ATV OFFROAD FURY
(M)
EC89CC30
1456E60A

999 Race Points
4CDA4304
1456E404

TEST WARLORD NOBUNAGA

Onimusha's tyrant and unwilling recipient of a tracheotomy, Oda Nobunaga, solves your tips woes.

NICE AND STEVIE: *Code: Veronica*'s new boy has a lie down after the bridge incident.

ATV OFFROAD FURY

Dear PSM2,

I really need help on *ATV Offroad Fury*. I'm doing a Pro-career with the Yamaha Warrior ATV and I can't get past the Red Rocks National Track. I must place at least third to advance further in this mode. Could you tell me the reasonable settings for my ATV, 'cos the current settings I'm using (stiff front and rear shock, and tight tyre friction) are useless? The others racers can jump higher than me and always overtake me on turns and straights. Is there some sort of technique for Red Rocks – like brake at the turns and accelerate out of them? Many thanks.

Greg Stevenson,
Via e-mail

First up, leave your ATV settings on the default for the course. As for the circuit, it's not as tricky as it looks – just make sure you stay on course and keep to the inside on the turns. You'll also come across two big jumps – on the first one you have to land on a hill, so tilt your ATV to compensate. Incidentally, you've chosen a slightly naff ATV for Career mode, too – I'd suggest the Ravage Talon or the Honda 400EX. *Fools! Imagawa has already fallen before me! Japan will be united under my iron fist. Muhahahah!*

CODE: VERONICA X

Dear PSM2,

I'm really stuck on *Resident Evil Code: Veronica X*. I'm in the airport with Steve, but I can't lower the bridge. Can you help?

George Newton,
Via e-mail

Certainly. By this point, you'll have picked up the three proofs, so use them on the plane and go inside. There you'll find the lever you need to operate the bridge – you do this from the area just above the Cargo room. *Hahaha ... gakkhh. Khakkh. Urrrrkkk ... Gah.*

Lap 0:06.46
Best
Total 0:06.46
Lead - 0:00.31
Lap 1
Position 3rd

GRIPPED, SORTED: Make sure you pick a decent ATV for Career mode, or you'll struggle badly.

WWF SMACKDOWN! JUST BRING IT

Dear PSM2,

I have to know – will the Hell In A Cell in *WWF Smackdown! Just Bring It* go around the ring mats, like in the real thing? And will you be able to do Jeff Hardy's barrier flip? Please tell me.

Michael Jakes,
Via e-mail

'Fraid it's bad news, Michael. As in *Smackdown! 2*, the cell will only go around the ring – although it's now much more realistic than before, making it any bigger eats up memory. You can leap over the barrier into the crowd, but there's no sign of being able to do moves off it either. Sorry. *Kaaakkh. Gaaakhh. Spllft.*

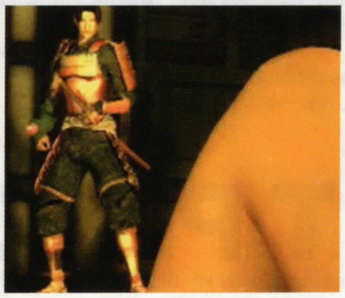
ONIMUSHA

Dear PSM2,

No matter what I do, I just can't beat the Queen Bee in *Onimusha*. Any ideas?

Aaron Philips,
Via e-mail

Her attacks are easy blocked, and when she says 'Die!' it's easy enough to avoid her charge by strafing with R1. Then, use the wind magic while you're near her – it'll stun her and she'll go down for a short while. Then, just use the thunder magic and chop away at her. If you run out of magic, you'll have to kill some of her minions to recharge. *Gyyaah. Khhoh ... Oh look, it's all down my breastplate now ... blachh. Kkh.*



INSECT APPEAL: Probably the most disturbing cut-scene we've ever seen. Involving insects, of course.

METAL GEAR SOLID 2

Dear PSM2,

I'll get to the point quickly. In the *MGS2* demo, I've hit the jackpot! I've discovered the presence of a third Metal Gear! Go to the crew's lounge, stand near the stairs and keep calling Otacon – eventually you'll get two transmissions from him that explain about a new group called The Patriots and a new Metal Gear.

Rob Tovey,
Norfolk.

Cheers, Rob. If anyone's frivolously got rid of their *Metal Gear* demo, or – whisper it – didn't get one in, we've included the entire sequence on this issue's DVD. Intriguing. *Pffft. Kkhhh. Gah. Anyone got an Elastoplast?*

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to –

Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

> **EXTREME-G 3:** To get a jump start when you begin a race, hold Forward during the countdown without pressing Gas. As soon as 'Go' appears, hit the accelerator. You'll leave the grid ahead of your rivals, giving you the advantage.

> **DEVIL MAY CRY: Once you've got hold of the Ifrit gloves, invest your orbs in charging up the Kick 13 skill to full strength. It's cheap, and invaluable for inflicting massive damage on the later bosses.**

> **SILENT HILL 2:** The first time you hear the gameshow questionnaire in the lift, make sure you write down all the answers – they won't appear in your memo book, so it'll save you from reloading the game later on.

> **ESCAPE FROM MONKEY ISLAND: If you press and hold R2 while in Monkey Kombat, a screen pops up that shows the combinations of buttons to change to each stance. Still no banana-flinging fatalities, sadly.**

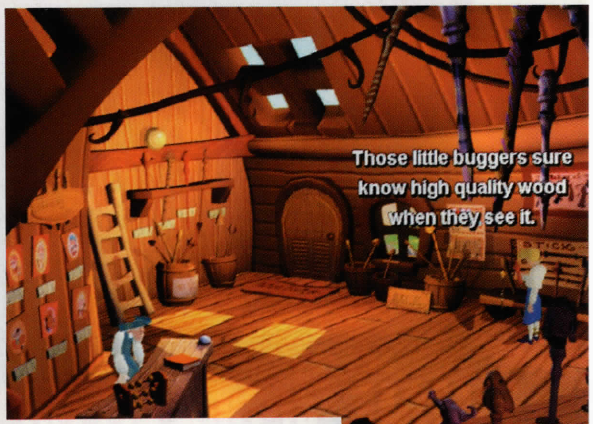
> **TWISTED METAL: BLACK:** When you have a Special quickly press ↑ three times. Axel will then grab his wheels and pull them together. You can then do a very powerful ramming move that'll inflict plenty of damage.

> **SPY HUNTER: When you're racing against the rival Interceptor, use your turbo to charge past him, then brake sharply. As he goes past, unload as many missiles as you can to get rid of a huge wedge of his health in one go.**

> **PARAPPA 2:** Got an import copy of *Parappa The Rapper 2*? To earn extra headgear for the canine gangsta, just keep completing the game. On your first go, you'll get a blue hat – with pink and yellow ones to follow.

HIGHBROW: The lateral puzzling of *Monkey Island* has stretched you to breaking point.

PERFUMED POUNCE: Grab the bait, and you're on your way to smelling like a bank robber.


Those little buggers sure know high quality wood when they see it.

TERMITE BE GIANTS: You'll have to be quick, mind, or Ozzie'll get to the walking stick first.

ESCAPE FROM MONKEY ISLAND FAQ

PSM2 reluctantly hands over the solutions to the simian brain-melter's toughest puzzles. The rest, as they say, is up to you.

How do I find Pegnose Pete? I've already entered the bank and found his nose.
Matthew Rees,
Mid Glamorgan
He's hidden in the Mystes O' Tyme. To find him, first you'll need to make a perfume out of the Spritzer Bottle, Swamp Water, Wood Shavings, Free Bait and Flowers. Give it to the Prosthetics shop owner, and he'll tell you Pegnose Pete's real name. Use the filing system – each symbol is a substitute for a section of the alphabet: Rabbit: A through D Palm Tree: E through H Pumpkin: I through M Monkey: N through S Banana: T through Z From there on, you need to put the Clock on the raft in the Mystes O' Tyme, then follow the directions the filing system spits out. Easy.

How do I get into the bank?
Rhys Evans,
Via e-mail
Use the Broken Sword to lever up the manhole cover, then read the names off the back of it. Ask the prosthetics dealer for a free sample, then when he tells you a story, fill in the appropriate names. After that, just stretch the skin over the manhole. No, it doesn't make sense to us, either.

How do I follow Ozzie Mandrill through the forest?
Todd Cheshire,
Via e-mail
Use the Music Box in the prosthetics shop, then steal the Prosthetic Hand while it's playing. Pick up the Scupperware from the bank, then head to Ozzie Mandrill's house and use the Cologne on a stuffed animal – he'll go mad and snap his walking stick. Go back to the House of Sticks and use the Termite-Infested Prosthetic Hand on Ozzie's new walking stick. From there on, just taunt him into going and checking on the booty, and follow the convenient sawdust trail.

How do I find the Bronze Hat? I've got the puppets, if that helps.
Gary Telford,
Somerset
Go to the Micro Groggery and get some Wimpy Grog. Pull the fire alarm outside the school, then steal the Whistle from the chest when the teacher runs outside. Walk to the beach on the east side of the island and talk to the metabolically challenged pirate. You'll find out his father was Tiny LaFeet and that he stole the hat from the statue. He then tells you that he buried it under one of the rocks, but can't remember which one. Walk one screen to the right and use the whistle to call the parrots. Use the Wimpy Grog with one of the parrots, then ask it a question to find out if it lies or tells the truth. You'll be able to distinguish between the parrots, because the one full of grog'll stumble about. Ask the truth-telling parrot if the hat's under the rock, then use Li'l Guybrush and Li'l Lechuck to get Admiral Casaba to fire on you with the cannon. Casaba will miss you completely, but blow the boulder up for you, leaving a big hole with the Bronze Hat in it. Schmart!

How do I beat Marco De Pollo at diving?
Ryan Chester,
Via e-mail
You should already have the Juicy Wad Of Bagel Chunks With Whiz – use it on Marco De Pollo's Baby Seal Oil. Then, talk to the school teacher – give her the most violent answers you possibly can, and she'll give you the dunce's cap – wear it while you're diving. After that, show the Time Share Brochure to the grouchy judge – and you're ready to compete. When Marco does his first dive, just mimic his moves as follows: Alpha Monkey: ← Keelhaul: ↑ Rum Barrel: ↓ Spinning Swordsman: → In the tie-breaker round, make up any dive you want, and you'll win.

How do you get past the lava that runs out from the church in *Escape From Monkey Island*? I've got hold of the Coconut, Weed Cutter and Banana Picker.
Bryan Potts,
Somerset
First, you need to go to the vista point and throw rocks in the canals to block some of the lava flow – the timing's tricky, but it shouldn't take too long. Then, talk to Father Allegro Rasputin – keep pestering him for long enough, and you'll be able to try the lava plunge. Once you're in the lava stream, head for the pool you created earlier, walk up the ramp and push the palm tree to create a bridge for yourself. PSM2

Up until now, that is. It's disappeared.

TRIVIAL PURSUIT: From here, you'll want to follow Ozzie underwater to find the stash of loot.

HATMAN GONE: You'll need to get the statue's hat back as part of the Ultimate Insult. Don't ask why.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round…

NEXT ISSUE: GT3

The world and his mother's playing *GT3* – but to start off, we're keeping it simple. Send us your best Time Attack scores using the bog-standard Castrol Supra, and we'll print them next issue.

WIN! ACTION REPLAY

Look. We know you're a modest lot, but we like to know who we're giving away our, frankly, marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Alright?

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right…

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

Obviously, ninjas aren't too keen on revealing their faces - but as you'll have noticed, even Gamers Of The Month are subject to ridicule if they don't send photos in. And please, please *write your name on the back of it*, and put your scores on a copy of the entry form. There's nothing worse than having to piece together your scores from the six different scraps of paper held together with milk you've scrawled across. Some things even try the normally zen-like and unflappable challenge-ninja's patience. **PSM2**

HOW TO ENTER

You'll need to provide evidence of your achievements – see How To Prove It on pg104. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for entries is **Friday 26th October** – get those entries in.

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	**378,310**	**Mathew Bevan**
	364,000	Daniel Hurtley
	352,360	Marc McKeown
	348,700	Gavin Haywood
	345,535	Paul Woodall
Elysium Alps	**627,090**	**Mathew Bevan**
	608,200	Gavin Haywood
	570,560	Marc McKeown
	552,450	Tony Man
Merqury City	**515,500**	**Mathew Bevan**
	495,610	Paul Woodall
	486,975	Gavin Haywood
	446,040	Merqury City
	439,240	Ryan Smith
Mesablanca	**505,870**	**Mathew Bevan**
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	**464,690**	**Mathew Bevan**
	449,245	Gavin Haywood
	384,495	Paul Woodall
	364,755	Daniel Hurtley
	360,370	Marc McKeown
Pipedream	**661,420**	**Paul Fletcher**
	655,900	Mathew Bevan
	648,380	Paul Woodall
	637,531	Gavin Haywood
	636,450	Justin Hope

TOP TIMES

Snowdream	**1'48"15**	**Daniel Hurtley**
	1'56"23	Paul Woodall
	1'55"30	Iain Jackson
	1'57"48	David Barnard
	1'56"80	Paul Fletcher
Elysium Alps	**3'55"14**	**Iain Jackson**
	4'01"48	Daniel Hurtley
	4'08"35	Jack Pope
	4'09"32	Paul Fletcher
	4'13"56	Richard Hewat
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
Mesablanca	**2'16"21**	**Daniel Hurtley**
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'09"53	Daniel Hurtley
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
Aloha Ice Jam	**1'48"22**	**Lu-Hai Liang**
	1'52"27	Daniel Hurtley
	1'53"57	Paul Fletcher

$1.50
Crazy Through
COMBO
46

CRAZY TAXI

ARCADE MODE

$49,445.00	**Paul Fletcher**
$23,321.17	Aaron Conway
$20,212.32	Ed Dawson
$19,100.92	Jon Dudley
$18,120.34	Doug Bradbury

00'01'14
59
FREE
ARANG

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins Paul and Jack-2	**Sung Jun Han**
370 Wins Law and Paul	Dion Verhoef
90 Wins Jin and Julia	Dan Atherton
89 Wins Gun Jack and Jack-2	Frank Donham
65 Wins Law and Paul	Jamie Cory

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	Amanda Offord
300 Points Bryan and Yoshi	Aaron Conway
300 Points Law and Paul	Sung Jun Han
300 Points Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26 Jin and Paul	**Allain Baillie**
2'41"80 Jin and Julia	Dan Atherton
3'11"40 Law and Paul	Sung Jun Han
3'28"24 Jin and Jun	Matthew Brown
3'56"70 Paul and Heihachi	Darren Heron

DEAD OR ALIVE 2

SURVIVAL MODE

47 Wins	**Stephen Rutter**
43 Wins	James Cosgrove
31 Wins	David Johnson
28 Wins	Uche Okike
24 Wins	David Peacock

TIME ATTACK MODE

1'17"2	**David R Holt**
1'25"97	David Peacock
1'27"94	Alan Conell
1'59"74	Grant Jones
3'42"64	Stephen Rutter

POSITION 3 OF 21
COURSE RECORD
LAP 2 OF 15
LAPS TO GO 14
N.Aoki
Biaggi
PLAYER
+0.125
+0.181
198 km/h
GEAR 5

MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP PAUL RICARD

1'15"936	**Jon Dudley**
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP PEREZ

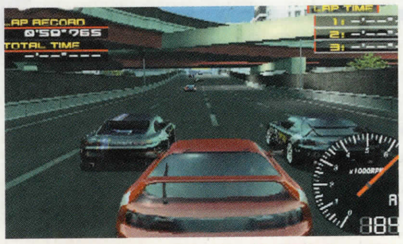
1'40"140	**Jon Dudley**
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP DONINGTON

1'27"372	**Jon Dudley**
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP MOTEGI

1'46"992	**Jon Dudley**
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson



RIDGE RACER 5

PARKTOWN

0'47"159	**Roger Wilkinson**
0'54"599	Nick Reader
0'57"290	Matt Kerrigan
0'59"231	Doug Bradbury
0'59"298	Ed Dawson

OUTER PASS

1'04"244	**Roger Wilkinson**
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson
1'17"980	Doug Bradbury

ABOVE THE CITY

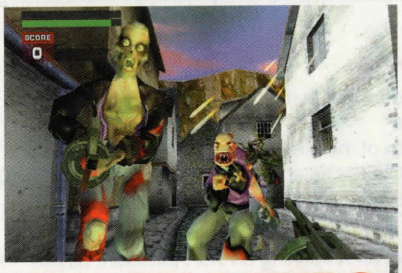
1'12"615	**Roger Wilkinson**
1'22"673	Nick Reader
1'23"345	Matt Kerrigan
1'25"235	Ed Dawson
1'26"312	Keith Townsend

BAYSIDE LINE

1'50"756	**Roger Wilkinson**
2'04"520	Nick Reader
2'07"900	Matt Kerrigan
2'10"656	Ed Dawson
2'11"234	Doug Bradbury

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts



TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**1'18"1**	**John Norman**
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	**1'23"5**	**John Norman**
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	**1'07"1**	**John Norman**
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	**0'29"9**	**David Peacock**
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	**0'24"2**	**John Norman**
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	**1'09"8**	**John Norman**
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	**0'58"4**	**John Norman**
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	**1'13"5**	**Peter Nickson**
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	**0'58"7**	**John Norman**
	1'00"7	David Evans
	1'01"0	Tim Preston

KUNG-FU GRIP OF THE MONTH

#05 THE GT3 PINCER

At the top tier of play, you can't afford to lose even a *second* of reaction time in *GT3* – Marcus wires his eyelids open and forces one of us to moisten his eyeballs with a pipette. Not your style? Then simply switch the brake to R1, and you'll never need to take your thumb off the accelerator again.

TRAINING TIP OF THE MONTH

#07 HEADERS AND VOLLEYS

Simple children's game, or infallible method of scoring in *ISS*? Discuss.

STEP 1:
Don't pick Brazil.

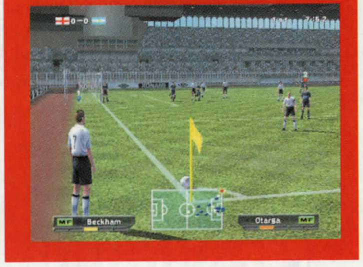
STEP 2:
If the box is full of defenders, play a straight cross – but if you've got a man alone, double-tap ◎ to send it in at mid-height for an unstoppable diving header. Looks cool, too.

KONAMI
Heskey

STEP 3:
No support for your winger? Biff it against the chasing defender for an easy throw in.

Owen
Silenzi

STEP 3:
For a floating corner, turn the player a fraction away from the goalie from his start position, then hold the button down until the power bar's about two-thirds full. Remember, if you're playing as a defensive team, you can bring players up front by holding L2 and tapping ◎.



›PLACES FOR FACES シフミカノ

IN THE DOJO

THE WINNER
Deniz Nasif
The current leader of our *MGS2* table, and a dapper fellow with it – Deniz gets an Action Replay 2 for spending a few valuable minutes of his busy life to pop into one of those value-for-money photobooths.

NOT THE WINNERS
John Norman, **Paul Fletcher** and **David Evans** will get their hands on AR2 cartridges of their very own for their sterling efforts – once they can send us in photos of themselves so we can print 'em.

ar2 v2
for PlayStation 2
The Ultimate Video Game Cheat Cartridge
GRAN TURISMO 3
Unleash

The senders of the five most significant scores each month – *as long as they actually bother to send photos in* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

BLACK BELT CHALLENGES

STUDENT

STAR WARS: STARFIGHTER

The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.

The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.

The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.

The Proof: A photo of the assessment screen with your rating on it.

The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

SSX

The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.

The Proof: A photo of the hi-score table with your time on it.

The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT

The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.

The Proof: A photo of the results screen, with your characters on it.

The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION

The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?

The Proof: A photo of the screen showing you how many Lums you've collected… with more than 900 on it. Obvious, really.

The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.

The Proof: A photo of the hi-score table with your initials on it.

The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

MOTO GP

The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.

The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.

The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.

The Proof: A photo of the car selection screen with the Caddy on it.

The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS

The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.

The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.

The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.

The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.

The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN
5 CHALLENGES – 2nd DAN
7 CHALLENGES – 3rd DAN

THE RULES

To enter, just send us a completed entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.

Unfortunately, we can't return photos or videos.

Make your messages as nutty as you like – everyone else has – but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

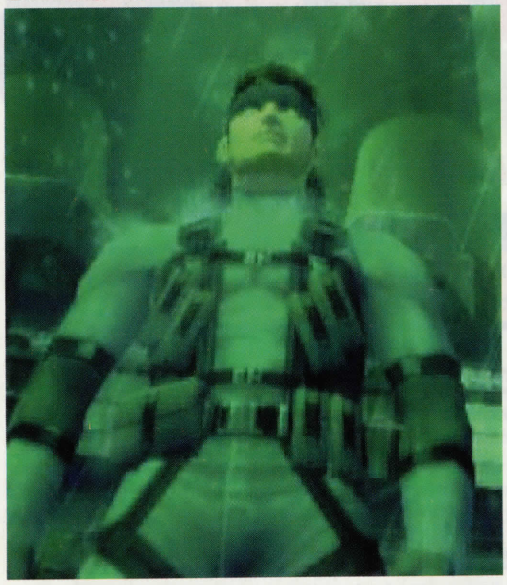
Taking photos

The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos

Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

SPECIAL CHALLENGE



METAL GEAR SOLID 2

The competition goes ballistic, and a new, mild-mannered champ takes the crown.

Among the hordes of people squealing 'Bow down to the master!' one man stands out. His name's Deniz Nasif, and his attitude (Ranking? 'Bloody Good') marks him out as a worthy leader. Nice one, Deniz.

THE RULES

- We need video evidence showing you going through your run. Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty level.
- If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We've been timing the top scores ourselves, and yours might not be as quick as you think.

THE TOP TEN

Name	Time	Shots
1 Deniz Nasif	**1:30**	**4**
2 Paul Fletcher	1:31	5
3 Peter Mullin	1:33	4
4 Graeme Nichol	1:33	8
5 David Evans	1:34	4
6 Shaun Tiley	1:37	5
7 Dean Pereira	1:39	4
8 Hai Hoang	1:40	6
9 Ryan Tucker	1:43	4
10 Andrew Nichol	1:46	10

DOJO GRADUATES

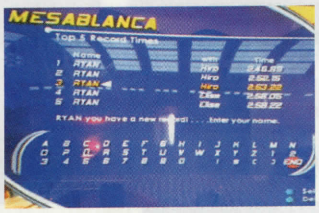
Fancy avenging your family and your temple? Send a stern message via the PSM2 dojo.

FIRST DAN

Cory Harrold
Whatever happened to Rich Pelley? *(He's gone to Australia – PSM2)*

Madeleine Langford
Now I know that there's a competition, I'll start practising.

Dan Harold
If Tina S-Club's reading, I'd like to offer her my hand in marriage. Any chance?

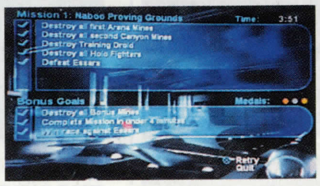

MESABLANCA
Top 5 Record Times
Name
1 RYAN
2 RYAN
3 RYAN
4 RYAN
5 RYAN
Hiro
Hiro
Hiro
Time
2:52.15
RYAN you have a new record! ... Enter your name.
END

Paul Fletcher
Buy this mag! It's too good for words!

Ryan Tucker
Can you please ask my brother to turn up for work more often than he does? That'd be a great help.

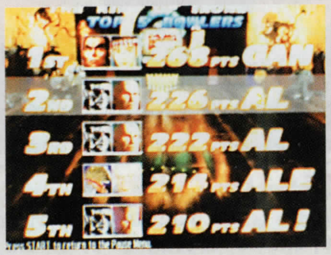
Daniel Hurtley – My fingers are not just a part of me, they are part of the controller.

Roger Wilkinson
Can anyone touch my *Ridge* times? What's wrong with everyone? *RR5* was a launch game, too!

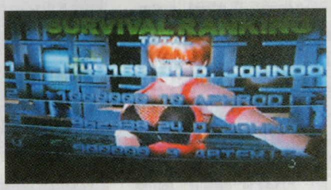

Mission 1: Naboo Proving Grounds
Time: 3:51
Destroy all first Arena Mines
Destroy all second Canyon Mines
Destroy Training Droid
Destroy all Holo Fighters
Defeat Essara
Bonus Goals
Medals:
Destroy all Bonus Mines
Complete Mission in under 4 minutes
Win race against Essara
Retry
Quit

SECOND DAN

David Peacock
Ally: Woof! Woof! Do you want a chicken-stick, Bonnie?
Bonnie: No. Woof! I'm sick of eating everything.
Ally: OK. *(We're as confused as you – PSM2)*


TOP SCRAMBLERS
1ST
2ND 226 PTS AL
3RD 222 PTS AL
4TH 214 PTS ALE
5TH 210 PTS AL!

Aaron Conway.
If only I had the other games, David Allen wouldn't even look mediocre. "Our purpose in life is not to die, it is simply to live." – Howard Marks.


SURVIVAL RANKING
TOTAL
D. JOHNOO
24
9

Darren Long
(Didn't send us a message, despite putting in a sterling effort - PSM2)

Steven Drew
Cheers! Have fun trying to beat my scores! I would like to thank PSM2 for giving me this opportunity to show my greatness.

THIRD DAN

Deniz Nasif
Peace. Love. Respect. 'Nuff said.

John Norman
Veni, Vidi, Vici.

Paula Gamble
Sniff, sniff – What's that I smell? Ah yes, the sweet smell of SKILL!

Iain Jackson
Looks like I'm getting good at this!! By the way, can I have a job at PSM2, please? *(No. Sorry - PSM2)*

RECORDS
GREATEST SURVIVORS
1ST
2ND
3RD
4TH
5TH 57 WINS
6TH 56 WINS
RMC
RMC
RMC

Mathew Bevan
Welcome to the real world.

Kevin Peacock
I am the daredevil of Ridge City. Can anyone beat me?

Jamie Cory.
The games *Tekken*, *Soul Calibur* and *MGS* rock, and if you don't buy them then God help you.

Grant Jones
I'm the Solid Snake of gaming.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name .... Age ....
Address ....

I've got the following scores...

Game	Score

MGS2 Challenge...

Ranking: Time: Shots fired:
Clearance code:

And I've also completed these challenges...

SSX ☐
Sky Odyssey ☐
Tekken Tag Tournament ☐
TimeSplitters ☐
Rayman Revolution ☐
Star Wars: Starfighter ☐
Dead Or Alive 2 ☐
Moto GP ☐
Z.O.E. ☐
Ridge Racer 5 ☐

And my message to the world is...

GRAN TURISMO 3

PART 3 DRIVING SCHOOL

It's time to get down to some serious driving. We're reaching the final stages of our strategy guide – soon you'll qualify as a *GT3* pro. Feels good, doesn't it?

AIM OF THE GAME

Podium glory is only half the thrill of this behemoth of burning rubber. True self worth and satisfaction comes from having a forecourt that make's Jay Kay's look like a flecking Skoda garage.

With over 190 different cars, you'll have your work cut out driving them all.

BACK-SEAT DRIVER

Getting to know the game inside out will probably take you years. Maybe even decades. But if you've been following our guide for the past three months you should now be a more professional driver than any of your mates.

This month we're dishing out some advice on the cars you should be aiming for at each stage of your wealth-building. Plus, there's a few handy cheats...

WHAT WE SAID...

PSM2 ISSUE #13 SEPT 2001

"Don't listen to those that give *GT3* anything other than the score you see here. We speak the truth. *GT3's* that rare thing – a racing game you can truly sink your teeth into, but you only get out what you put in..."

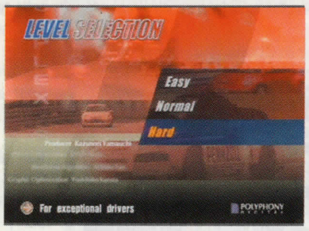
WHAT WE SAY NOW

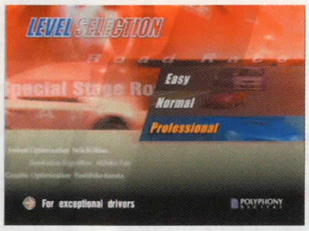
It still dominates the office as we build up our motors and agonise over shaving tenths off our track records. Superb.

93

PROFESSIONAL DIFFICULTY IN ARCADE MODE

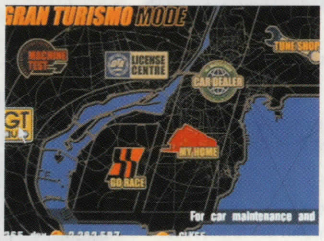
Don't think you work is over once you've finished the Hard courses on Arcade mode, as the toughest challenge is yet to come – the Professional Mode. To access this, go to the Level Selection menu screen and hold L2 and R2 together. If this is done correctly the Hard difficulty setting briefly changes to Professional.

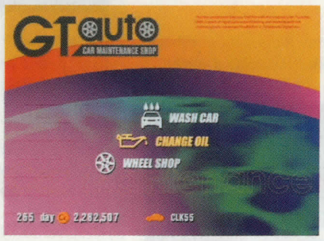

LEVEL SELECTION
Easy
Normal
Hard
For exceptional drivers
POLYPHONY

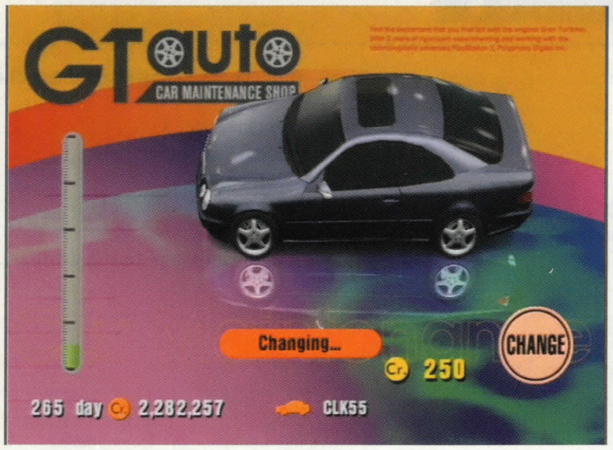

LEVEL SELECTION
Easy
Normal
Professional
For exceptional drivers
POLYPHONY

HORSES FOR COURSES

If you want to get the most out of your high-performance motor, you must pay attention to every last detail. And just by changing the oil in your engine, you'll be able to squeeze another 5 percent extra horsepower (BHP) out of your car and you don't even have to get your fingers dirty. Simply go to 'My Home' and then to 'Garage'. Select a car and make note of the BHP figures using L2 or R2. Next, go to 'GT Auto' and select the 'Change Oil' option which you should cost you only 250 Cr. Bargain! Now, when you return to check your BHP it'll have increased by approximately 5 percent (the increase differs depending on the car). To make sure your car is running at its maximum potential, you should make an oil change for every 300km you clock up.


GRAN TURISMO MODE
MACHINE TEST
LICENSE CENTRE
TUNE SHOP
CAR DEALER
GT
MY HOME
GO RACE
For car maintenance and


GT auto
CAR MAINTENANCE SHOP
WASH CAR
CHANGE OIL
WHEEL SHOP
265 day 2,282,507
CLK55

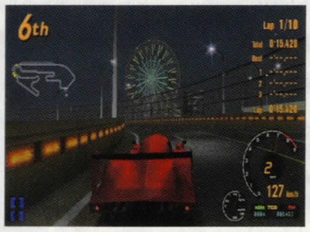

GT auto
CAR MAINTENANCE SHOP
Changing...
CHANGE
250
265 day 2,282,257
CLK55

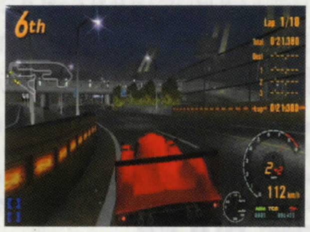
THREE STEPS TO BRAKING

To achieve the fastest times, you need a speedy car. No diggedy. But there's no point having a blindingly fast vehicle if you can't control the speed effectively. To help you learn the 'way of the brake' we've outlined three effective waves of reducing you velocity. Remember, power is nothing without control.

NORMAL BRAKING

Many drivers are far too attached to their throttle for their own good. They neglect the fact that the brake is just as important. Braking is not a sign of weakness, it's a good thing. So make sure to gain the optimum braking effect by giving the button (□) a firm squeeze. It's far more beneficial to over-brake as you'll lose less time than you would by skidding into verges or grazing barriers.


6th
Lap 1/10
2
127


6th
Lap 1/10
2
112

6th
Lap 1/10
Total 0'16.620
Best
1
2
3
Lap 0'16.620
2
93 km/h

TUGGING THE HANDBRAKE

Conventional brakes are designed to lessen the chance of your car skidding. For example, the ABS (Anti Blocking System) quickly releases the wheels and re-brakes to prevent the wheels from locking and throwing your car into a uncontrollable slide.

Sometimes, however, it pays to live a little dangerously. The handbrake is designed to block the car's back wheel immediately and the

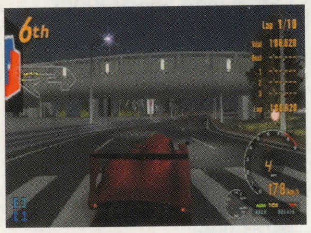
6th
Lap 1/10
4
110

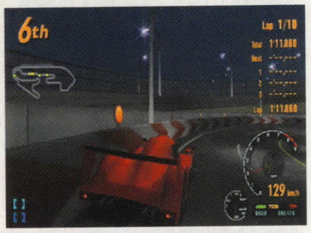
effect it has is to swing the back end of your car round, enabling you to drift around corners. Have a crack using the ◎ button.

6th
Lap 1/10
Total 1'12.940
Best
Lap 1'12.940
nismo
54 km/h

TAKE IT DOWN A GEAR

For those who've managed to discipline themselves to use the manual transmission there's a third way to slow the car, by shifting down the gears as you approach a corner. The one drawback with this is that it increases the revs of your engine, which *can* have the knock-on effect of causing your wheels to lock and the vehicle to swerve. However, if you can control this lateral movement it could turn into a useful drift.





6th
Lap 1/10
Total 1'22.820
Best
Lap 1'22.820
nismo
64 km/h

WHAT CAR?

One of the tricks for a successful *GT3* campaign is to learn how to get the most for your money, especially as credits are too tight to mention when you first start off. The following five tables show which are the best models in terms of performance (price of engine performance per weight) depending on your budget. And just for you we've added the BHP figures as well.

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 18,000 CR.

Rank	Car	Drive Type	Price in Cr.	Max Performance (BHP)
1	Mazda MX-5 ('93)	FR	16,900	128
2	Mazda MX-5 ('89)	FR	17,000	118
3	Chrysler PT Cruiser	FF	17,980	149
4	Daihatsu Sirion X4	4WD	13,900	118
5	Toyota Sprinter Trueno GT Apex ('85)	FR	13,550	128
6	Toyota Yaris RS 1.5	FF	14,530	108
7	Mazda Demio GL-X	FF	14,660	98
8	Volkswagen New Beetle	FF	15,930	115
9	Toyota Yaris Euro Edition	FF	12,280	86
10	Suzuki Alto Works SUZUKI Sports Limited	4WD	12,220	63
11	Daihatsu Cuore TR XX Avanzato R	FF	11,140	63

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 30,000 CR.

Rank	Car	Drive Type	Price in Cr.	Max Performance (BHP)
1	Mitsubishi Lancer Evolution VII GSR	4WD	29,980	276
2	Subaru Impreza Sedan WRX STi Version VI	4WD	29,190	276
3	Subaru Impreza Sports Wagon WRX STi	4WD	29,980	276
4	Mitsubishi Lancer Evolution VI RS	4WD	25,980	276
5	Subaru Impreza Wagon WRX STi Version VI	4WD	29,190	276
6	Chevrolet Camaro SS	FR	29,530	276
8	Mitsubishi Lancer Evolution VII RS	4WD	25,180	276
9	Subaru Legacy Touring Wagon GT-B	4WD	29,330	276
10	Subaru Legacy B4 Blitzen	4WD	30,000	276
11	Toyota MR2 GT-S	MR	27,130	241
12	Subaru Legacy B4 RSK	4WD	26,430	276
13	Nissan Silvia spec-R Aero	FR	25,600	246
14	Honda Integra Type-R	FF	25,160	197
15	Acura Integra Type-R	FF	27,480	197

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 50,000 CR.

Rank	Car	Drive Type	Price in Cr.	Max Performance (BHP)
1	Subaru Impreza 22B STi Version	4WD	50,000	267
2	Toyota Supra RZ	FR	44,800	276
3	Mazda RX-7 Type RZ	FR	39,980	276
4	Chevrolet Corvette Grand Sport	FR	40,010	330
5	Mazda RX-7 Type RS	FR	37,780	276
6	Renault Clio Sport V6 24V	MR	43,400	226
7	Mitsubishi 3000GT VR-4 Turbo ('95)	4WD	43,230	276
8	Mitsubishi 3000GT VR-4 Turbo ('99)	4WD	43,230	276
9	Nissan 300ZX Twin Turbo 2by2	FR	43,980	276
10	Mitsubishi Lancer Evolution VI GSR Tommi	4WD	32,780	276
11	Mitsubishi Lancer Evolution VI GSR	4WD	32,480	276
12	Audi TT 1.8 T quattro	4WD	46,580	221
13	Mitsubishi Lancer Evolution V GSR	4WD	32,480	276
14	Nissan 300ZX Twin Turbo 2seater	FR	39,900	276

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 100,000 CR.

Rank	Car	Drive Type	Price in Cr.	Max Performance (BHP)
1	Lotus Motor Sport Elise	MR	100,000	200
2	TVR Tuscan Speed Six	FR	80,780	359
3	Dodge Viper GTS	FR	78,680	449
4	Honda NSX Type-S Zero	MR	98,570	276
5	Honda NSX Type-R	MR	99,570	276
6	Mercedes-Benz CLK 55	FR	93,110	347
7	TVR Griffith 500	FR	62,410	340
8	Acura NSX ('93)	MR	99,570	276
9	Acura NSX ('97)	MR	94,790	289
10	RUF 3400S	MR	76,740	305
11	Lotus Elise 190	MR	58,530	190
12	TommyKaira ZZ-S	MR	56,800	192
13	Chevrolet Corvetta Z06	FR	54,000	379
14	Volkswagen New Beetle RSi	4WD	70,000	224
15	Nissan Skyline GT-R V-spec II (R34)	4WD	57,480	276

WHAT CAR? CONTINUED...

BEST PRICE TO PERFORMANCE RATION FOR ALL CARS.

Rank	Car	Drive Type	Price in Cr.	Max Performance (BHP)
1	Suzuki Escudo Pikes Peak Version	4WD	100,00,00	981
2	Panoz Esperante GTR-1	FR	200,00,00	588
3	Tickford Falcon XR8 Race Car	FR	150,00,00	599
4	Gillet Vertigo Race Car	FR	120,00,00	419
5	Chevrolet Corvette C5R	FR	100,00,00	620
6	Toyota Castrol Tom's Supra	FR	12,50,00	463
7	Honda Castrol Mugen NSX	MR	12,50,00	473
8	Lister Storm V 12 Race Car	FR	119,80,00	593
9	Nissan Pennzoil NISMO GT-R	FR	785,000	493
10	Jaguar XJ220 Road Car	MR	780,000	516
11	Shelby American INC Cobra	FR	500,000	485
12	Pagani Zonda S	MR	352,440	543
13	RUF CTR 2	4WD	382,000	512
14	Lancia Delta HF Intergrale Rally Car	4WD	500,000	295
15	Aston Martin V8 Vantage	FR	455,000	550

CHECKLIST

We've included a complete list of all of the known motors in the game. Tick 'em off as you get them.

ACURA
3.2 CL Type-S (2000)
Integra Type-R (1996)
NSX (1993)
NSX (1997)
RS-X Type-S (2001)

ALFA ROMEO
156 V6 2.5v

ASTON MARTIN
DB7 Vantage Coupe (2000)
V8 Vantage (1997)
V 12 Vanquish (2000)

AUDI
S4 (1999)
TT 1.8 T Quattro (2000)

BMW
328Ci (1999)

CHEVROLET
Camaro SS (2000)
Camaro Racer (2001)
Camaro Z28 (1997)
Corvette C5-R (2000)
Corvette Z06 (2000)
Corvette GrandSport (1996)

CHRYSLER
PT Cruiser (2000)
Viper GTSR Team Oreca (2000)

CITROËN
Xsara Rally Car (1999)

DAIHATSU
Cuore TR-XX Avanzato R (1997)
Sirion X4 (1998)

DODGE
Viper GTS (1998)
Viper GTS-R Concept (2000)

F1
F094/H
F094/S
F686/M
F090/S
F687/S
F688/S

FIAT
Coupe Turbo Plus (2000)

FORD
Escort Rally Car (1998)
Focus WRC (1998)
GT40 (1966)
GT40 Gulf Racer (1969)
Mustang SVT Cobra R (2000)

GILLET
Vertigo Race Car (1997)

HONDA
Accord Euro R (2000)
Arta NSX (2000)
Castrol Mugen NSX (2000)
Civic SiR-II (1993)
Civic Type-R (1998)
CRX 1.6 VTi (1995)
Integra Type-R (1998)
NSX Type-R (1992)
NSX Type-S Zero (1997)
Raybrig NSX (2000)
S2000 (1999)
S2000 LM Race Car (2000)
S2000 Mugen Tuned (2000)
S2000 Type-V (2000)

JAGUAR
XJ220 Race Car (1992)
XJ220 Road Car (1992)
XKR Coupe (1999)

LANCIA
Delta HF Integrale Rally Car

LISTER
Storm V 12 Race Car (1999)

LOTUS
Elise 190 (1998)
Esprit Sport 350 (2000)
Esprit V8-SE (1998)
Motor Sport Elise (1999)

MAZDA
787B (1991)
Demio GL-X (1999)
MX-5 (1989)
MX-5 (1993)
MX-5 1.8i (2000)

mazda
MX-5
VALUE
4,225
CHANGE CAR
SELL
CLASS

MX-5 1.8RS (1998)
RX-7 LM Race Car (2000)
RX-7 RS (1998)
RX-7 RZ (2000)
RX-8 (2001)
Savanna RX-7 Infini III (1990)

MERCEDES-BENZ
CL600 (2000)
CLK 55 (2000)
CLK Touring Car (2000)
SLK 230 Kompressor (1999)

MINE'S
GT.R.N1 V-Spec (2000)
Lancer Evolution VI GSR

MINI
Cooper 1.3i (1999)

MITSUBISHI
3000GT VR-4 Turbo (1995)
3000GT VR-4 Turbo (1999)
FTO GP Version R (1997)
FTO LM Race Car (2000)
Lancer Evolution IV GSR (1996)
Lancer Evolution V GSR (1998)
Lancer Evolution VI GSR (1999)
Lancer Evolution VI GSR Tommi Makinen Edition (2000)
Lancer Evolution VI RS (1999)
Lancer Evolution VII GSR (2001)
Lancer Evolution VII Rally Car Prototype (2001)
Lancer Evolution VII RS (2001)

MUGEN
Mugen S2000 (2000)

NISMO
400R (1996)
GT-R LM Road Car (1995)
Skyline GT.R R-tune (2000)
Skyline GT.R S-tune (2000)

NISSAN
200SX (1996)
200SX Type-X (1996)
300ZX Twin Turbo 2by2 (1998)
300ZX Twin Turbo 2seater (1998)
Calsonic Skyline (2000)
C-West Razo Silvia (2001)
Loctite Zexel GT.R (2000)
Pennzoil NISMO GT.R (1999)
R390 GT 1 LM Race Car (1998)

nismo
400R
VALUE
30,000
CHANGE CAR
SELL
CLASS

R390 GT 1 Road Car (1998)
Silvia K's 1800cc (1988)
Silvia K's 2000cc (1991)
Silvia spec-R Aero (1999)
Silvia Varietta (2000)
Skyline GT.R V-spec R33 (1997)
Skyline GT.R V-spec II R32 (1994)
Skyline GT.R V-spec R34 (1999)
Skyline GT.R V-spec II R34 (2000)
Skyline GTS-t Type-M (1991)
Z Concept (2001)

OPEL
Astra Touring Car (2000)
Speedster (2000)
Calibra Touring Car (1995)

PAGANI
Zonda C 12 (2000)
Zonda C 12 Race Car (2000)
Zonda S (2000)

PANOZ
Esperante GTR-1 (1998)

PEUGEOT
206 Rally Car (1999)
206 S 16 (1999)

RENAULT
Clio Sport Race Car (2000)
Clio Sport V6 24V (2000)

RUF
3400S (2000)
CTR 2 (1996)
RGT (2000)

SHELBY
Cobra (1967)

SPOON
Civic Type-R (1999)
S2000 (2000)
S2000 Race Car (2000)

SUBARU
Impreza 22B STi (1998)
Impreza LM Race Car (1999)
Impreza Rally Car (1999)
Impreza Rally Car Prototype (2001)
Impreza Sedan WRX STi (2000)
Impreza Sedan WRX STi Version VI (1999)
Impreza Sports Wagon WRX STi (2000)
Impreza Wagon WRX STi Version VI (1999)
Legacy B4 Blitzen (1999)
Legacy B4 RSK (1998)
Legacy Touring Wagon GT-B (1996)

SUZUKI
Alto Works SUZUKI Sports Limited (1997)
Escudo Pikes Peak Version (1998)

TICKFORD
Falcon XR8 Race Car (2000)

TOMMYKAIRA
ZZ II (2000)
ZZ-S (1999)

TOM'S
X540 Chaser (2000)

TOYOTA
Altezza AS2000 Lexus IS (1998)
Altezza LM Race Car (2000)
Altezza RS200 (1998)
Castrol Tom's Supra (2000)
Celica GT-Four (1995)
Celica SS-II (1995)
Celica SS-II (1999)
Celica Rally Car (1999)
Corolla Rally Car (1999)
Denso Sard Supra (2000)
GT-One Race Car (1999)
GT-One Road Car (1999)
MR2 (1999)
MR2 G-Limited (1998)
MR2 GT-S (1998)
Sprinter Trueno GT-Apex (1985)
Sprinter Trueno GT-Apex Shigeno Version (2000)
SuperAutoBacs Apex MR-S (2000)
Supra RZ (1997)
Supra SZ-R (1997)
Yaris Euro Edition (2000)
Yaris RS 1.5 (2000)

TRD
Celcia TRD Sports M (2000)

TVR
Griffith 500 (1998)
Speed 12 (2000)
Tuscan Speed Six (2000)

VAUXHALL
Astra Touring Car (2000)
Calibra Touring Car (1995)
VX 220 (2000)

VOLKSWAGEN
Lupo Cup Car (2000)
New Beetle (2000)
New Beetle Cup Car (2000)
New Beetle RSi (2000)

New Beetle
RSi
VALUE
17,500
CHANGE CAR
SELL

Q&A

We're continuing to get bombarded with letters regarding Polyphony Digital's incredible driving simulation. Every month we'll try out hardest to fathom out the answers and print them in this very section. If you have a burning *GT3* issue, feel free to forward it to us at PSM2@futurenet.co.uk

Q **Is *GT3* the true sequel to *GT2*, as this is not what I was lead to believe when the game was first announced as *GT2000*?**

A Originally, the game was going to be a stop gap until a proper sequel was developed. But then Polyphony Digital inserted more cars, modes and tracks and it was decided that perhaps this did constitute a proper sequel after all.

Q **How do you leave tyremarks on the track?**

A You can't – all tracks come with pre-drawn skidmarks.

Q **Are there really F1 cars in the game?**

A Indeed. They're actually unlicensed F1 cars from the late 80s – driven by the likes of Senna, Mansell and Hill – and must be unlocked.

Q **Can I transfer my cars, licenses and money from *GT2* to *GT3*?**

A Unfortunately not, the data transfer system has been discontinued.

Q **How many cars does the new garage contain?**

A The garage will now hold approximately 200 cars. But remember, you're allowed only one of each prize car.

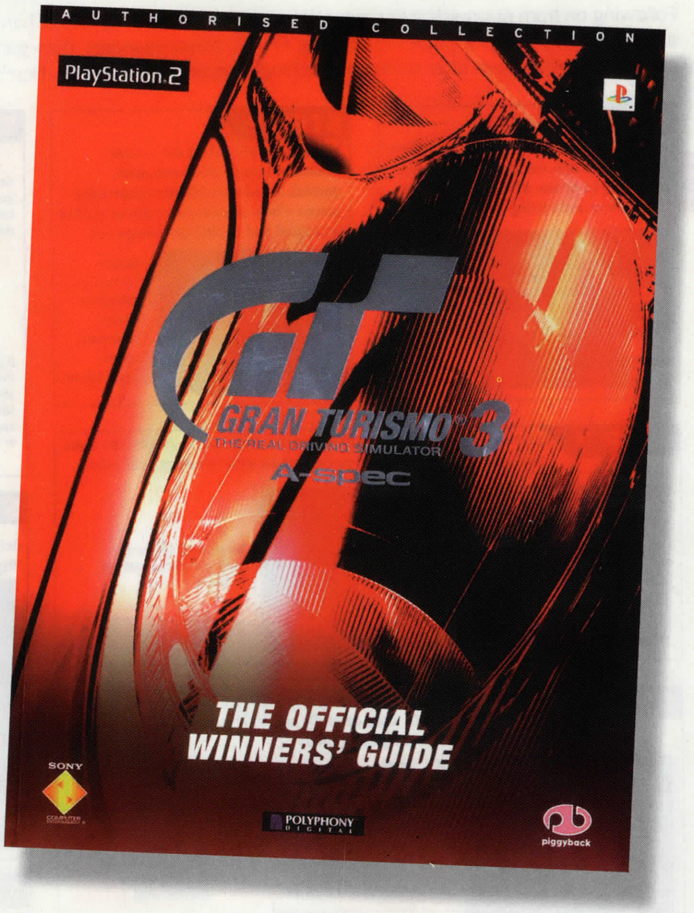
Q **Are you able to choose your prize car?**

A Yes. When a silhouetted car has a large black circle underneath it, press ⊗ and that car will be selected as your prize. You'll have to be quick though because the black circle only appears under a car for less than a second

WANT TO KNOW MORE ABOUT THE PRECISION MECHANICS OF GRAN TURISMO 3?

THEN GET THIS...

piggyback



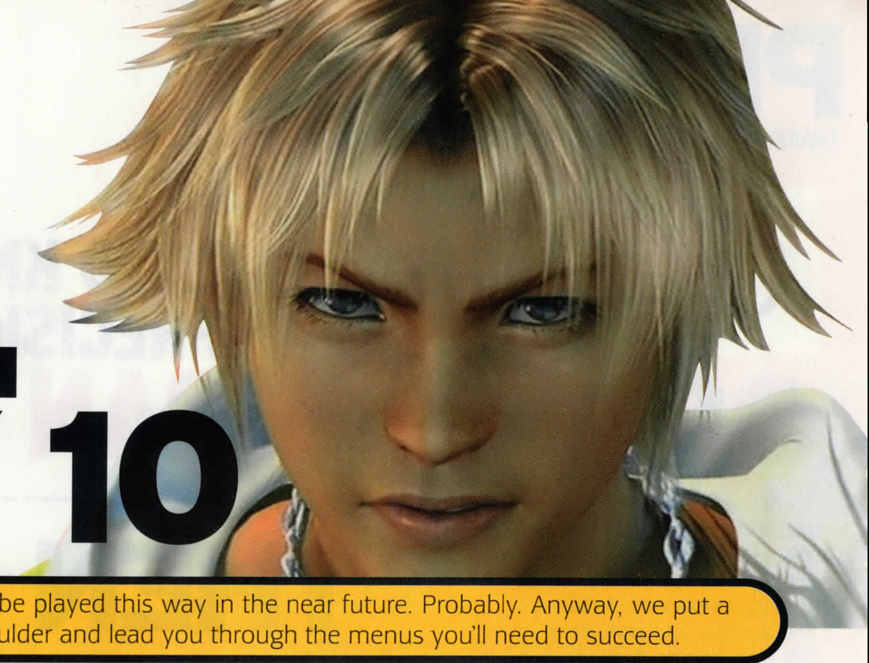
Piggyback's Gran Turismo® 3 A-Spec The Official Winners' Guide is available in the shops now for just £9.95. The only guide to give you a complete overview of everything *GT3*. From basic cornering to opening up all the hidden vehicles, from getting every licence to fine-tuning components, this is the only thing you'll ever need to ensure victory.

WIN ON-LINE!

The Gran Turismo® 3 A-Spec European Winners' League is now on-line at *www.authorisedcollection.com*.

This competition will run for five months and is open to all Gran Turismo® 3 A-Spec players from PAL territories. Each month a new set of tracks will be unlocked on the site, and registered users are invited to input their fastest lap and race times. The player who puts in the best overall performance across the entire track set will be the winner – netting a bundle of superb prizes.

FINAL FANTASY 10



PART 2 BLITZBALL

PSM2 is convinced that all sport will be played this way in the near future. Probably. Anyway, we put a comforting tips arm around your shoulder and lead you through the menus you'll need to succeed.

AIM OF THE GAME

If you've played any of the pervious games in the *Final Fantasy* series, then the mechanics of this, the most epic tale yet, will be second nature. All your favourites, like bashing out Phoenix Down in moments of crisis or summoning up Ifrit for a bit of flaming death, are in there. It's just a case of getting your head around the menus and figuring what's best for your party.

Which is where this essential collection of screens and menus comes in. We've broken down and translated everything you'll need to get yourself up and running with a Japanese copy of the game. With the title not launching in the UK until the middle of next year, we reckon a fair number of you will have imported a copy already. Let us guide you.

WHAT WE SAID...

PSM2 ISSUE #11 July 2001

> "It's arguably the most visually astonishing game on PS2, and what we know of the story's already got us itching to play the full game."

WHAT WE SAY NOW

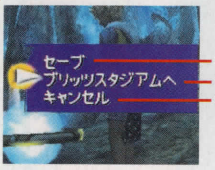
As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to bliss.

90

Following on from our quick scout around the most important aspects of handling Tidus and his companions on import, we thought we'd give you a running start when it comes to playing *FF10*'s player-manager mini-game. Head to any one of the Blitzball arenas and you find yourself confronted with screen after screen of seemingly impenetrable menus. Here's exactly what you'll need to give you an edge at kick-off.

STEP 1

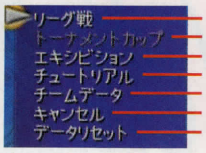
Once you've played your first game of Blitzball, every save point gives you an option of returning to the arena and testing out your skills.


セーブ
ブリッツスタジアムへ
キャンセル

Load Game
Play Blitzball
Exit

STEP 2

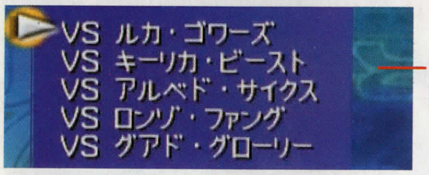
Three types of contest are usually available; League (10 consecutive games), Tournament (three consecutive games – only appears after you've started a League) and Exhibition (one game).


リーグ戦
トーナメントカップ
エキシビション
チュートリアル
チームデータ
キャンセル
データリセット

League
Tournament
Exhibition
Tutorial
Team Data
Cancel
Reset Season

STEP 3

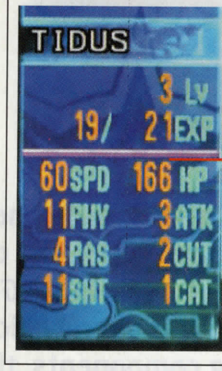
Here we've gone for an Exhibition match. Once you've chosen the team you want to go up against you can get on with tweaking your side.


VS ルカ・ゴワーズ
VS キーリカ・ビースト
VS アルベド・サイクス
VS ロンゾ・ファング
VS グアド・グローリー

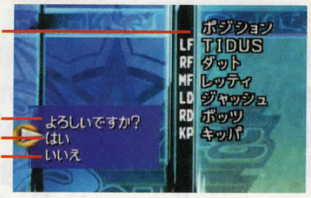
Select which of the five available teams you'd like to take on.

STEP 4

Now you can set about selecting who you want in your team for the match ahead. Check stats carefully and make sure you're happy with your decision before agreeing on it.


TIDUS
3 Lv
19/ 21EXP
60SPD 166 HP
11PHY 3ATK
4PAS 2CUT
11SHT 1CAT

LV	Level
EXP	Experience points needed to advance to next level
SPD	Player speed
PHY	How much damage your player can take before losing the ball
PAS	How skilled the player is at passing
SHT	Shooting ability
HP	Hit points (you spend these to achieve shots and passes)
ATK	Tackling ability
CUT	Interception ability
CAT	Catching ability (goalies only)


ポジション
LF TIDUS
RF ダット
MF レッティ
LD ジャッシュ
RD ボッツ
KP キッパ
よろしいですか?
はい
いいえ

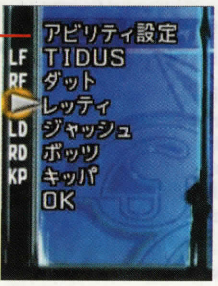
Select who to play from your bench

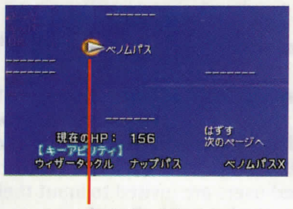
Are you sure?
Yes
No

STEP 5

Before you head out to play, you've got to make sure that everyone's special abilities are assigned properly.

Select a player with no special ability displayed in this box. (Note that you'll only be able to gain them after Level 3.)


アビリティ設定
LF TIDUS
RF ダット
レッティ
LD ジャッシュ
RD ボッツ
KP キッパ
OK


ベノムパス
現在のHP： 156
【キーアビリティ】
ウィザータックル
ナップパス
ベノムパスX
はずす
次のページへ

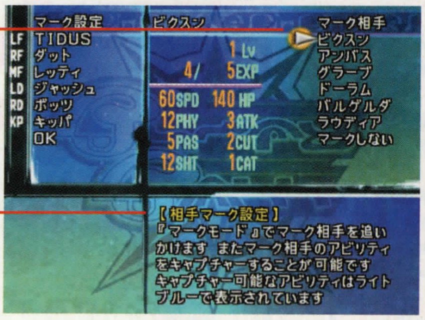
Scroll through the various abilities and then assign one to your player.

STEP 6

Next comes marking. The only way you learn new special abilities is to have your team mark members of the opposition.

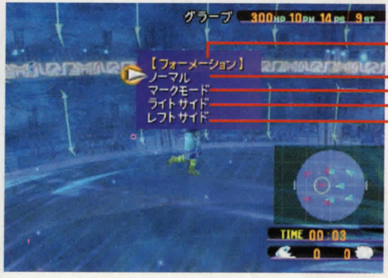
Select who you want your two team members to mark during the match.

If the member of the opposition has any abilities you can learn, they'll appear highlighted in this box.


マーク設定
LF TIDUS
RF ダット
MF レッティ
LD ジャッシュ
RD ボッツ
KP キッパ
OK
ビクスン
1 Lv
4/ 5EXP
60SPD 140 HP
12PHY 3ATK
5PAS 2CUT
12SHT 1CAT
マーク相手
ビクスン
アンバス
グラーブ
ドーラム
バルゲルダ
ラウディア
マークしない
【相手マーク設定】
『マークモード』でマーク相手を追いかけます またマーク相手のアビリティをキャプチャーすることが可能です
キャプチャー可能なアビリティはライトブルーで表示されています

STEP 7

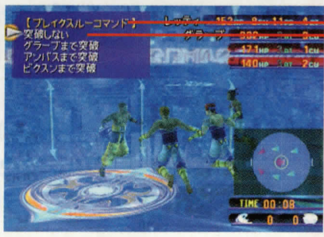
When defending, hitting ⓐ brings up this menu. This is where you set which type of defence you'd like to use. 'Normal' is a basic zone defence, 'Mark' ensures that your team members allocated to mark do just that, and 'Right Side' and 'Left Side' concentrates your defence on either side of the arena.


グラーブ 300HP 10PH 14PS 9ST
【フォーメーション】
ノーマル
マークモード
ライトサイド
レフトサイド
TIME 00:03
0 0

Forms of Defence
Normal
Mark
Right Side
Left Side

STEP 8

If you stray too close to a member of the opposition during your attack an Encounter will happen. A menu will appear that seems to have anything between one and six options to it. Don't worry, there's actually only two things you can do here. Select Action Menu or break past each opponent in turn.

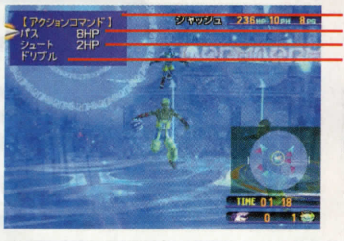

【ブレイクスルーコマンド】
突破しない
グラーブまで突破
アンバスまで突破
ビクスンまで突破
レッティ
グラーブ
171HP 1CU
140HP 2CU
TIME 00:08
0 0

When Attacking

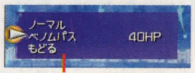
Select Action Menu
Break past 1,2 or all three defenders

STEP 9

Once the Action Menu is selected you get the choice to either attempt a pass, shoot at goal or continue moving up the field.


【アクションコマンド】
パス 8HP
シュート 2HP
ドリブル
ジャッシュ 236HP 10PH 8PS
TIME 01:18
0 1

Action Menu
Pass
Shoot
Dribble


ノーマル
ベノムパス 40HP
もどる

Choose the pass option with this player and you'll discover that they have a special ability that can be used to damage or affect the stats of the opposition. Special abilities can also be used to enhance your shooting.

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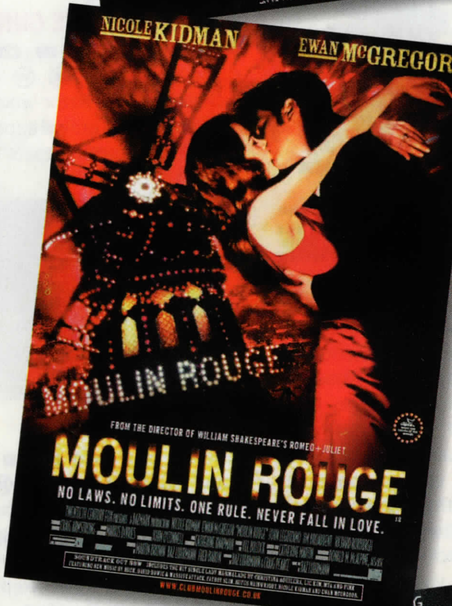
THE FELLOWSHIP OF THE RING
NEW LINE CINEMA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MASSIVE PREVIEW

TWISTED METAL: BLACK

PART 1 CAR-NAGE

Welcome to the ultimate in sicko hardcore combat racing. Check out Ozzy Osbourne's school of motoring for essential cheats, secrets and general tips for becoming the head-case king of the road.

twisted metal black

AIM OF THE GAME

Sprung from the asylum by arch dark lord, and probably Satan incarnate, Calypso, an assorted bunch of gibbering psychos must engage in a frantic fight to the death for ultimate supremacy and to learn their own purpose for being. With those eerie opening chords of the Rolling Stones' *Paint It Black* still chiming in your ears, you must shunt, maim and mutilate your way through 11 different combat areas. Each is packed with interactive scenery to destroy, littered with explosive tools of torture and buzzing with fellow loons and civilians alike. Hell, it matters not whose dragging under your bumper, just put your foot down and flatten anything that moves.

WHAT WE SAID...

IMPORT REVIEWS
TWISTED METAL: BLACK
80

PSM2 ISSUE #14 OCT 2001

> **"It manages to capture the balance between mesmerising action and the thrill of discovery. Fast, frenetic and a real puller. Darkness be damned, we like the way this addictively sick carnage plays. The humour's deliciously dark, as well."**

WHAT WE SAY NOW

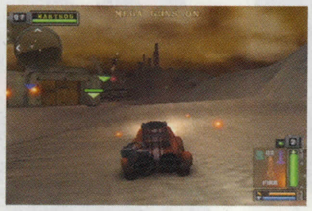
Put these tips in a safe place, *Twisted Metal: Black* may not be seeing the light of day for some time yet. See News pg26.

80

CHEATS

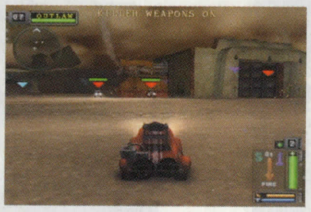
MEGA MACHINE GUNS

During play, hold L1+R1+L2+R2 and quickly press ⊗, ⊗, △. If the cheat has worked the words 'Mega machine guns on' will appear at the top of the screen. Repeat the code again to disable it.



KILLER WEAPONS

During play, hold L1+R1+L2+R2 and quickly press ⊗, ⊗, ↑. If the cheat has worked the words 'Killer weapons on' will appear at the top of the screen and you'll have one-hit kills. Repeat the code again to disable it.



UNLIMITED HEALTH AND TURBOS

During play, hold L1+R1+L2+R2 and quickly press →, ←, ↓, ↑. If the cheat has worked the words 'Invulnerability on' will appear at the top of the screen. Repeat the code again to disable it.

HEAVY, HEAVY TOOLS: THE WEAPONS

You'll find all of them scattered throughout every scum-infested level. They glow different colours so that they're easily distinguishable and after picking them up they're replenished a few moments later.

MACHINE GUN UPGRADE

Colour: White
Fragability: 3/10

Your standard-issue machine gun has unlimited ammo, but is prone to overheating when driving around like a berk with your thumb constantly squeezing the button. This upgrade gives you 30 enhanced bullets that're significantly stronger and more accurate.

HOMING MISSILE

Colour: Purple
Fragability: 6/10

They may be weak compared to some of the meatier projectiles, but they're flippin' convenient. Simply pick them up, flick a casual glance at your opponent and then unleash hell. Each pick-up awards you two of these heat-seeking beauties to do the dirty with.

FIRE MISSILE

Colour: Orange
Fragability: 7/10

These inflict more damage than the homing missiles, but they're not as accurate. They do possess some homing qualities, but they won't follow your opponent down a drainpipe like the homing missiles do. Great for hitting head-on with.

POWER MISSILE

Colour: Red
Fragability: 7/10

They're mighty powerful, but have no homing capabilities whatsoever, meaning they're only truly effective in close quarters. Each pick-up you collect gives you only one missile, so use it wisely when there's virtually no risk of missing.

GAS CAN

Colour: Yellow
Fragability: 8/10

This weapon initially seems complete cack – but once you master the 'toss' great damage can be rained down on your unwitting opponents. As you chuck the can, a red cross-hair will appear on the ground, press the fire button again when the cross-hair is above an opponent and it'll explode.

RICOCHET

Colour: Silver
Fragability: 7/10

When fired directly at your opponent it's fairly effective, but once you master the art of bouncing it off walls the damage it inflicts will increase tenfold. If you register hits after it rebounds off a wall then you'll even score a cushdy little damage bonus.

ENVIRONMENT WEAPONS

Colour: Pink
Fragability: 9/10

These weapons vary depending on which level you're on as they use a specific component of that level to inflict damage on all the other vehicles. The more enemy cars that're nearby, the more hits you'll score.

SKILL-BASED WEAPONS

Colour: Dark red
Fragability: 10/10

These weapons are the most devastating in the game provided you know how to use them. There're three different types and they'll be awarded to you at random by collecting the pick-up.

RETICLE

When this weapon is selected, a large green box will appear on-screen which targets all of the vehicles viewed through it with an 'X'. When you press fire you'll have five seconds to keep a target(s) in the green box before pressing fire again and launching one to ten missiles, depending on how long you snared them for.

SATELLITE

When this weapon is selected, a large green cross-hair will appear on the ground. The idea is to chase someone and position them in this cross-hair before pressing the fire button – this triggers a hail of missiles, causing mass damage to your unfortunate prey.

ZOOMY

When this weapon is selected, you'll rapidly shoot ten missiles at the nearest opponent. These missiles have a small amount of homing capabilities and if you score a perfect ten then you'll receive a damage bonus.

OTHER PICK-UPS

Other coloured pick-me-ups to watch out for.

TURBO

Colour: Green

Completely refills your turbo meter.

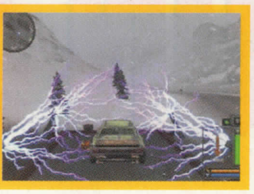
HEALTH

Colour: Blue

This restores a little energy.

REPAIR STATIONS

Each level contains what looks like small electric ramps. By driving through these, all of your health will be replenished. They show up as little 'X's on the radar and can only be used a certain number of times depending on your skill level. On the default Normal setting they can be used twice per level.



THE BATTLEZONES

There're 11 different arenas in the main Story mode – two of which are boss levels and three which cannot be accessed in the same go – you get a choice of two different levels at two separate junctures. Here's a list of secrets that each of the battle arenas contain.

MISSION STRUCTURE

This is the order of play in terms of arenas you'll encounter during the one-player Story mode.

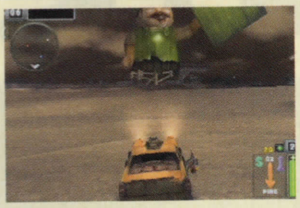
1. **Junkyard**
2. **Suburbs or Freeway**
3. **Downtown or Highway Loop**
4. **Minion's Stadium (boss battle)**
5. **Prison Passage**
6. **Snowy Roads or Drive-in Movie**
7. **Skyscrapers**
8. **Warhawk's Rooftop (boss battle)**

JUNKYARD

Size: Medium
Repair stations: One
Environment weapon: Bomber attack

SECRETS

1. As you play, you'll notice a large plane circling the arena. If you shoot this plane (preferably with a homing or fire missile) it'll burst into flames and gradually start to dive. Follow its crash course around the arena until it lands in a crumpled heap at the lowest point down in the quarry. As it crashes, it'll reveal a new underground area. Drive through this area and you'll eventually come to a pillar with a control panel in front of it.



Shoot this panel to unlock Yellow Jacket as a playable character.

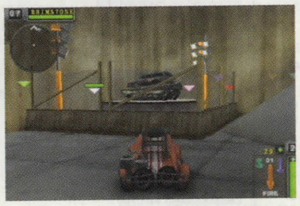
2. Look out for the large pizza boy statue and destroy it. The pizza box it holds will form a ramp which can be used to launch you up onto the crusher (when it's down). When the crusher is raised, drive off into the building next to it and to the right you'll see a black cube, grab it to unlock the Warhawk level in multi-player mode.

SUBURBS

Size: Massive
Repair stations: Two
Environment weapon: Lightning

SECRETS

1. Go to the funfair (where there's a ferris wheel you can unhinge) and then face the hill leading back out across down. Approach this hill with speed (but not turbo) and use it to launch yourself onto the top of the factories down below. If you land on the building furthest left, shoot the construction on top of it and then drop through the hole to unlock Warthog as a playable character.



2. From the top of the buildings you have just jumped onto, work your way across to the right using the jump function and shoot a box to reveal a black cube. This will unlock the Prison Passage level in multi-player.

FREEWAY

Size: Massive
Repair stations: Two
Environment weapon: None

SECRETS

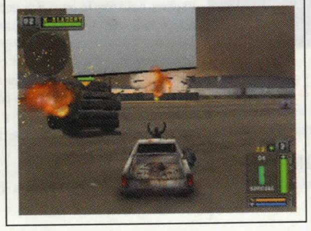
Go to the construction site and look out for two large cranes in the background – one will be holding a pipe, the other a crate. Shoot the control box near the top of the left crane and it'll lower its crate into the yard. Now destroy this crate to unlock Axel as a playable character.

DRIVE-IN MOVIE

Size: Small
Repair stations: None
Environmental weapon: None

SECRETS

Erm, you can blow up the bridge and the movie screen. That's about it.



DOWNTOWN

Size: Medium
Repair stations: Two
Environment weapon: Helicopter attack

SECRETS

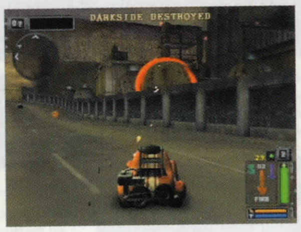
Go down to the river where there's a large building (Joe's Diner) with a walkway that passes over the main road. Get on the road between the two sections of the building and shoot the panelled walls to reveal a secret alley with two lifts in (one either side of the road). Go up on a lift and when you get to the top, slowly drive off the edge and you should land on a narrow ledge. Drive around on this ledge and then shoot the coffee cup sign for a black cube. Collect this to unlock Minion's Stadium in multi-player mode.

HIGHWAY LOOP

Size: Large
Repair stations: One
Environment weapon: None

SECRETS

When you come to the raised bridge, look out for the power station to one side of it. Get to the side of the bridge – so that as you jump the bridge you're facing the direction of the station, then as you're launched into the air off the bridge, fire a missile or throw a gas can at the first spherical storage container. If you hit it, it'll roll out onto the road, jump the bridge and then smash a hole in the wall just inside the tunnel. If this sphere comes into contact with another character then it will simply explode. Now simply drive into the area it uncovered and grab the black cube to unlock the Elevators level in multi-player mode.



MINION'S STADIUM

Size: Small
Repair stations: None
Environment weapon: None

DEFEATING MINION

The best technique is just to stay well away and use fire and homing missiles to destroy the four panels (left, right, front and back) that operate his shields. With those destroyed, simply keep a safe distance and use whatever weapons come to hand to gradually wear down his energy.

PRISON PASSAGE

Size: Massive
Repair stations: Two
Environment weapon: Blimp

SECRETS

At the base of the ship is a box with a health pick-up on it. Shoot the box to make it form a ramp. Then go up the ramp and blow away the panel on the side of the ship to reveal a hidden compartment. Drive in and shoot the control panel in front of the pillar to unlock playable Manslaughter.

SNOWY ROADS

Size: Small
Repair stations: One
Environment weapon: Lightning attack

SECRETS

Beyond the barrier behind Jolly Joe's Gas Station is a lower platform. Gradually ease yourself through the gap in the barrier and gently trundle down there to find several weapon pick-ups and a black cube that unlocks the Power Plant level in multi-player.

SKYSCRAPERS

Size: Large
Repair stations: Two
Environment weapon: None

SECRETS

At the foot of the plane wreck that you can drive through, you'll see a 'Franklin' billboard. Blast it with a fire missile to make it fall and bridge the gap between the two buildings. Now drive onto this ramp and face the back of the plane. Accelerate and drop through the gap between the two buildings. You'll die, but as you fall, you'll collect a black cube which unlocks the Sewers level in multi-player mode.

WARHAWK'S ROOFTOP

Size: Small
Repair stations: None
Environment weapon: None

DEFEATING WARHAWK

A tough nut to crack this one. As Warhawk is shielded, you'll need to find a means of deactivating this shield and the answer will arrive shortly in the form of Minion. Replicas of Minion's truck will fly off a nearby rooftop and land in the arena, when Warhawk is hovering above the truck, destroy it and you'll damage his shield. Repeat this as more trucks arrive on the scene and eventually Warhawk's shields will crumble, leaving him vulnerable to your relentless explosive attacks.

SECRETS

Line yourself up with the gap in the neighbouring building where Minion's truck flies off from. Now drive off the edge of the building at speed and you'll grab a black cube unlocking the Skyscrapers level in multi-player mode as you drop. Worth losing a life for? Of course…

SPECIAL MOVES

When one of these moves is executed, part of your special meter will be drained (although it will gradually recharge) and you can enter them on the left Analogue stick and then press the L3 button (by pressing the stick inwards) to fire them (but for rear-fire, press L2 after L3).

Freeze opponent: ↑, ↓, ↑
Drop mines:
→, ←, then hold ↓
Invisibility: ←, ←, ↓, ↓
Shield: →, →, ↓, ↓
Rear-fire: ←, →, ↓ + fire
Jump: L1 + R1

NEXT ISSUE!

We present the psycho analysis of each individual driver, plus give you more essential ammo to obliterate your mates with.

›TIPS INFERNO

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Add Defeated AC Emblems
Just press START and SELECT when the victory message appears to nick a defeated AC's emblem.

Temporary Invincibility
Press L2+R2+R3 during a battle and you'll see a message reader 'Limiter Released'. After this, you'll be invincible for about a minute – but then you'll have to survive without energy for another minute.

ARMY MEN: BLADE'S REVENGE

Unlock Every Level
Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others.
↑,⊗,◎,↑,←,⊡,◎,⊗

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats. Just enter them as passwords.

FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode
Bypass the painful nut-crunching with these codes. Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

B

BLOODY ROAR 3

Size of a swordfish! Oh, wait – that was the Arabian Knights. But anyway.

Play as Kohryu
Play through Arcade mode until you face Kohryu on stage 5. Defeat him to unlock him as a playable character.

Play as Uranus
Play through Arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character.

Extra mode
Play through Survival mode and defeat more than nine enemies to unlock Extra mode in the options menu.

C

C.A.R.T. FURY

Turn On the Fog
Go to the Options screen and find the Cheats menu. At the menu, enter R2, R1, ⊗, ⊡, ⊡, ◎. This will enable the Fog cheat. Toggle it on and off at the bottom of the page.

Unlock Big Head Mode
Go to the Options screen and find the Cheats menu. At the menu, enter △, ⊡, ⊡, L2, L1, R2. This will enable Big Head mode.

Infinite Continues
Successfully complete Season mode

Jump Option
Successfully complete Last Man Standing mode

Thick fog and New York
Successfully complete Demolition mode on the easy, medium, and hard difficulty.

Rocket wheels and Boston Big Dig track
Successfully complete Block Your Opponent mode on the easy, medium, and hard difficulty settings.

No time out and Moon track
Successfully complete Time trial mode on the easy, medium, and hard difficulty settings.

Night drive and Alpine Raceway track
Successfully complete Lock-On mode on the easy, medium, and hard difficulty settings.

Death car and Miami track
Successfully complete Simulation mode.

Driving 101 FMV sequence
Successfully complete all Driving 101 options.

CRAZY TAXI

It's not the longest title in the world, but then it is an arcade conversion. Squeeze a little more out with these codes.

Another Day
To play with different fares and a different starting point, press and hold R2 at the character selection screen – 'Another Day' should appear.

No Destination Arrows
Hold R2+START at the main menu, then select your game type and character.

No Destination Zones
Hold L2+START at the main menu, then select your game type and character.

Expert Mode
Hold R2+L2+START at the main menu, then select your game type and character.

Crazy Rickshaw
Either complete Crazy Box mode, or press L2, R2, L2, R2, L2, ⊗ at the character select screen. You'll need to do it very, very quickly, mind.

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2

Edit Mode
At the title screen (the one with the game modes on), press
L1,L2,R2,R1,L1,L2,R2,R1.

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering:
⊡, R1 ⊗x5, R2, R2.

Get Every Stage
At the title screen (again) hold down ⊡ and press L1,L1,R1,R1,L2,L2,R2,R2.

F

FANTAVISION

Full double shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, ⊡, △

Full laser shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, ◎

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ◎ to play as the EA all-star team.

G

GAUNTLET: DARK LEGACY

Magic Names
To get any of the effects below, just enter the code in capitals as your name. Obviously, you can only use one of them at a time.

$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – 1ANGLI
Big Character – DELTA1
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED

GUN GRIFFON BLAZE

Extra Weapons
Enter your name as FEA MASTER, your country as MEXICO and sex as FEMALE. You'll start the game with 2 fuel-air bombs.

K

KENGO

Play as a student
Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students.

KLONOA 2

We've finally found the über-secret mode where Klonoa frantically tries to outrun a lusty Pepe Le Pew. No, only joking.

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.

Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses.

Picture gallery
Complete the fairground levels.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis
SBATISTE – Muhammed Ali

M

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favourite big-eared cat, Klonoa, as a rider.

MDK2 ARMAGEDDON

Won't somebody think of the children?

Naked Kurt
From the main menu, hold R2+L2, then press ⊡, ⊡, △, ⊡

Doc's Fart
While holding R2 + L2, click down on both the Analogue sticks with Dr Hawkins.

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patient.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.

Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NBA HOOPZ

Press Turbo (⊡), Shoot (⊗) and Pass (◎) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

EFFECT	⊡	⊗	◎	DIRECTION
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

O

ONI

It's grey, but there're are a few decent scraps to be had here. During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character
L2, L1, L2, ⊡, ◎, ⊡, L2, L2, L2, L2

One Shot Kills
L2, L1, L2, ⊡, ◎, ⊡, ↘, ↘, ◎, ⊡

Unlimited Health
L2, L1, L2, ⊡, ◎, ⊡, ↘, ↘, ↘, ◎

Power Punches
L2, L1, L2, ⊡, ◎, ⊡, ↘, ↘, ◎, ⊡

Tiny Wee Characters
L2, L1, L2, ⊡, ◎, ⊡, ↘, ↘, ⊡, ◎

Unlimited Phase Cloak
L2, L1, L2, ⊡, ◎, ⊡, L1, ↘, L2, ↘

Big Head Mode
L2, L1, L2, ⊡, ◎, ⊡, ⊡, ◎

Unlimited Ammo
L2, L1, L2, ⊡, ◎, ⊡, L2, L2, L1, ↘

Huge Characters
L2, L1, L2, ⊡, ◎, ⊡, ↘, ⊡, ◎, ↘

OPERATION: WINBACK

Enter all of these on the Press START screen, before the demo starts. You'll hear the sound of a gunshot if you've done it correctly.

Trial mode
Quickly press ↑, ↓x2, →x3, ←x4, then hold △ and press START.

Sudden Death mode
Quickly press L2, R2, L2, R2, ◎, △, ◎, △, then hold L1 and press START to unlock Sudden Death mode. This allows opponents and your character to be killed with one hit.

Max Power mode
Press L1, R2, L2, R2, L2, △, ◎, △, ◎, then hold L1 and press START to unlock Max Power mode. If you entered the code correctly, you will hear the sound of a gunshot. This mode allows you to t with all weapons and infinite ammunition.

All multi-player characters
Quickly press ↑, ↓ (↓), →(↘), ←(←), then hold ◎ and press START to unlock all the bosses as well as the engineers and a few army characters in multi-player mode. Most of the bosses have odd guns and may not be able to back up against walls or roll.

Max Power, Sudden Death, Trial modes
Successfully complete the game on the hard difficulty setting to unlock Max Power, Sudden Death, and Trial modes.

Q

QUAKE

Level Select
While playing a game, hold L1 + R1 + R2 + SELECT and press ⊗, ◎, ⊡, △, ⊗, ◎, ⊡, △

R

RAYMAN REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – without validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle
L1, L2, R1, R2, ⊡, ◎

Unlock Every Track
L1, R1, R2, ⊡, ◎

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2

Skinny boxer
→, →, ↑, ↓, →, R1, R2

Zombie boxer
←, ↑, →, ↓, R1, R1, R2

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2
All the characters, holiday outfits and champion outfits will be unlocked – just press ⊡ to flick through them.

Fast Mode
At the character screen, enter:
→, →, ↑, ↓, →, R1 x5, R2

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓

Start at Final Match
At the character screen, enter:
R2, ↓, →, ↑, ←, R1 x6, R2, R1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.
'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus
Pac-Man Mode
Race more than a total of 3,000km and you'll unlock a game that lets you race Pac-Man against ghosts in cars.
On-screen Display
Hold SELECT while you're racing to see how hard you're pressing the analogue buttons.

RUMBLE RACING

Find the hidden easter eggs to unlock shiny new motors. Here's where to find them on each level.
TRUE GRITS
Revolution
Find the big red barn. Drive through it and the egg will be on the left-hand side, on the outside of the barn.
FLIP OUT
High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg.
CAR GO
Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates.
SO REFINED
Van Itty
At the start, immediately turn right and look behind the buildings for the egg.
PASSING THROUGH
Buckshot
Look for the body of water to the right, just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged.
SUN BURN
Gamecus
Drive ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool.
FALLS DOWN
Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right-hand side. It is sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but it'll probably take a few goes.
GAUNTLET
Vortex One
Look for it next too a large collection of multi-coloured metal crates.
TOUCH AND GO
Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg.
SURF AND TURF
Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre.
COAL CUTS
Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right-hand side of the last building for the egg.
WILD KINGDOM
XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side.
OVER EASY
Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side.
OUTER LIMITS
Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you will find the egg to your right.
Level unlock codes
If you can't get through those tricky later courses, here are the codes to unlock everything.
Pro Cup 2, Falls Down track, and Cataclysm car – P1PROC1PU
Pro Cup 3, The Gauntlet track, and EsCargot car – Q2PROC2YT
Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car – AEPPROPUC
Elite Cup 2, Coal Cuts track, and Jolly Roger car – ILETEC1MB
Elite Cup 3, Wild Kingdom track, and Malice car – ILCTEC2VB
Elite Cup 4, Over Easy track, and Direwolf car – ILQTEC3PU
EA Elite Cup, Outer Limits track, and Blue Devil car – LEAITEPUC
Grand Champion video and EA Stunt Cup – YEAMPLOWW
Circus Minimus – ZEAGTLUKE

S

SHADOW OF MEMORIES

Extra Ending
Play through the game to get all of the five alternate endings and you'll be shown a hidden prologue sequence (you can check our guide in PSM2#09). Complete this for an extra sixth ending.
FMV Sequences
Complete the game with three endings to see an FMV sequence of Konami's European show, or all five to see them at the Autumn 2000 Tokyo Games Show.

SILENT SCOPE

See the world through rose-tinted goggles, or just make things harder for yourself.
Pink Mode
←, →, →, ⊡, △
No Scope
←, ↓, ←, ⊡, ←, ↓, ←, ⊡
No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →
No Crosshair
→, →, →, ⊡
Exchange life for time
Pause the game in Arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds of time.
Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.
100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin stage one with all of the nine weapons available.

SKY ODYSSEY

Extra Aircraft
Auto Gyro
Complete all of the Sky Canvas levels with more than 90 points for each.
Corsair
Get a ring around ten of your grades in Adventure mode by performing acrobatic stunts.
Gold UFO
Complete all the Target mode levels with gold medals.
Me-262
Complete Adventure mode.
Silver UFO
Complete Adventure mode with straight 'A' grades.
Swordfish Third Wing
Fly the Mid-Air Rendezvous mission and land on the alternative runway – it helps if you've got the special radar.
Pontoons
Complete the Stormy Seas level with any plane.

SMUGGLER'S RUN

Lose those pesky coppers with some super-villain chicanery.
Invisibility
Press R1, L1, L1, R2, L1, L1, L2.
Lighter cars
Press L1, R1, R1, L2, R2, R2.
Increase time
Press R1, L1, L2, R2, →, →, →.
Decrease time
Press R2, L2, L1, R1, ←, ←, ←.
No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you want to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:
Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡.
Unlock It All
↓, ←, ↑, →, ⊗, ◎, △, ⊡
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?
And one that doesn't deserve instant spear-gun retribution...
Running Man Mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
Look at him run!

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu. Some of them are useful... some are just plain odd.
Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER

Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor.
AAT battle tank
Press ◎, ⊡, ◎, ⊡ at the main menu. A message will confirm that you've entered the code correctly.
Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.
Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal.
Everybody is a Kaadu
At the main menu press L1, R1, L2, R2. You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Nabooien Kaadu on flying tread mills.
Boba Fett
Press ⊡, ◎, △, ◎, ⊡ at the main menu to play as the original stormtrooper.

STREET FIGHTER EX3

Secret Fighters
To unlock new characters, you need to beat Original Mode with different fighter each time. Here's the order they appear in.
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun
9 Vulcano Rosso
Medal Secrets
Earn ten of each medal type in Career mode on normal or hard, then do the following:
Bronze: Press SELECT on Sakura to activate her as the narrator.
Silver: Press SELECT on Bison to play as Bison 2.
Gold: Press SELECT on Ryu to play as Evil Ryu.
Platinum: VS Bison and True Bison appear in Arena mode.

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a sad, but quite amusing, Dungeons & Dragons parody.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left-hand corner of the screen to confirm that you've entered the code.
Unlock More Levels
△, ←, →, △
Unlock More Characters
△, →, ←, △

SURFING H30

Complete every level with at least 300 points to get the Shark Surfer.

SWING AWAY GOLF

All golfers
At the main menu, press L2, R2, L2, R2, ↑, →, ↓, ←, L1, R1 to unlock all the characters in Stroke Play mode.

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game ten times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.
Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.
Practice mode stage select
Highlight Practice Mode, hold L2 and press R2 the following number of times.
1 Law
2 Yoshimitsu
3 Ling
4 Hwoarang
5 Lei
6 Ogre
7 School
8 Jin
9 Nina
10 Eddy
11 King
12 Heihachi
13 Eddy
14 Unknown

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row...
←, ↓, ⊗, ◎.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.
Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.
KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:
1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemies all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage...
Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ◎.
Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.
Invincibility
Pause the game and press ⊡, ◎, ←, →, ◎, ⊡.
Maximum Ammunition
Pause the game and press ←, →, ◎, ◎, ◎, →, ←.
Alternatively, for some comedy mutators...
Unlock Stealth Mutator
Press ⊡, ⊡, ◎, ◎, ⊡, ⊡, ◎, ◎.
Unlock Fatboy Mutator:
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎.

W

WACKY RACES

Enter the following at the Cheat Codes screen, then activate them on the Code Collection screen.
chimpgiveaway - Unlock All Tracks.
monkeyspoilers - Unlock All Vehicles.
gadgetclearout - Unlock Every Gadget
thosewackykids - Deformed Characters.
fastcarsagogo - Dastardly Difficulty.

X

X SQUAD

Promotion
At the main menu, type in this combination and you'll hear a sound.
Lieutenant: R1, L2, L1, R2
Captain: ◎, R1, ◎, L1, △, R2
Major: L2, ⊡, R2, △, L1, ◎, R1
Colonel: △, ⊡, ◎, ⊡, △, ◎
General: L1, L1, L2, L2, R1, R1, R2, R2
Master of X Squad:
◎ (x4), △, ⊡ (x4)

Z

ZONE OF THE ENDERS

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it a second, and you'll get the remaining two frames and stages. Get an 'A' rating for different music.

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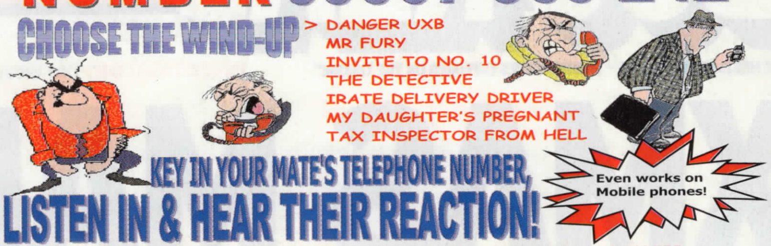

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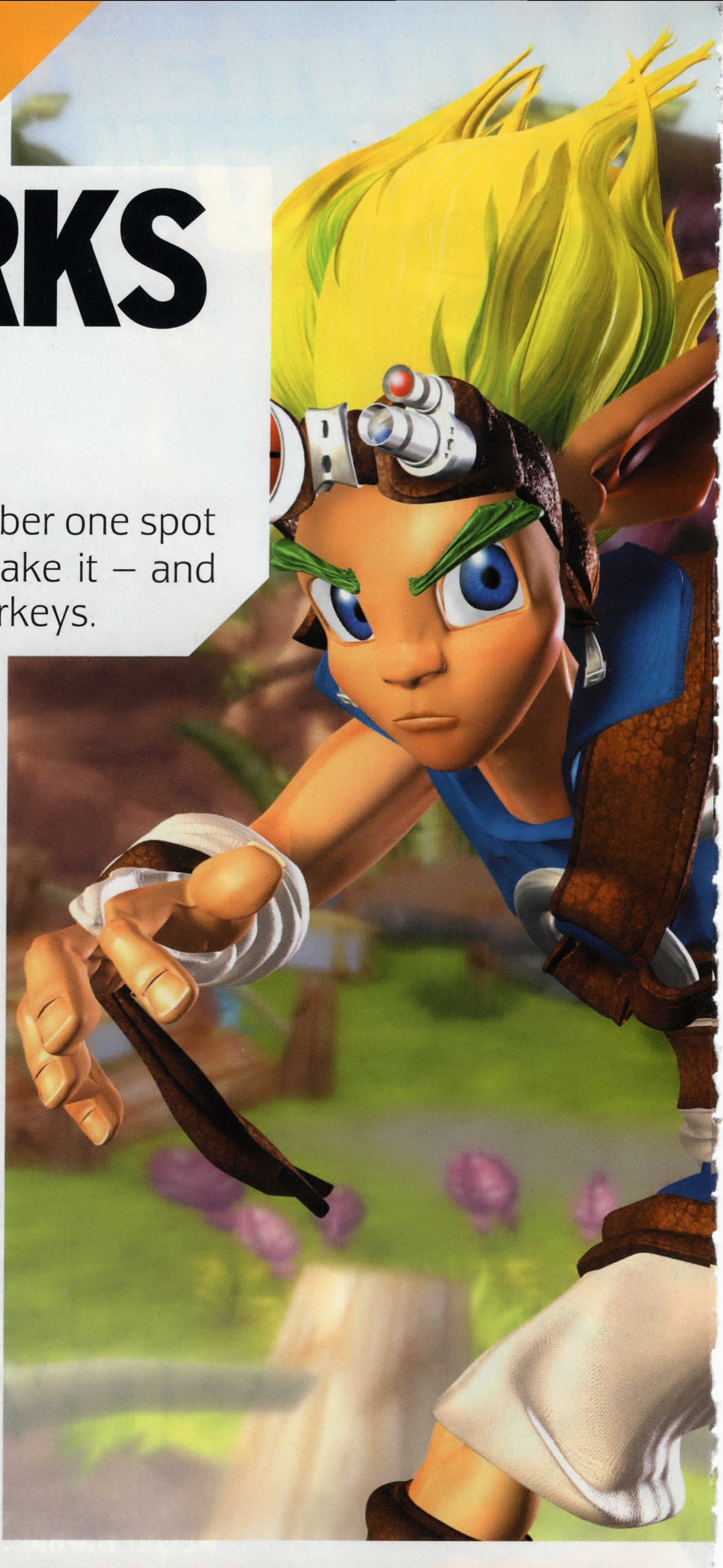
XMAS MARKS THE SPOT

The battle for that lucrative Christmas number one spot has already begun. But who's going to make it – and who isn't? PSM2 gets ready to stuff the turkeys.



When was the last time you saw a genuinely original, truly exceptional piece of software hit the number one spot at Christmas? Tough one to start, we'll admit, so we'll give you a few minutes.

In the meantime we'll ask Jason Rubin, co-founder of *Crash* coders, Naughty Dog, how his expected Yuletide blockbuster, the fantastically named *Jak and Daxter: The Precursor Legacy*, will revolutionise gaming this Christmas: "Well, we've got Jak, the yellow-haired protagonist. He's sort of your alter ego. He's kind of quiet, a young man who has to prove himself. Then we have Daxter, the orange guy on his shoulder, a friend of his that's been accidentally transformed into this kind of rodent. He's not so happy about this and they're trying to get him changed back. Daxter is much more sarcastic and witty; he does more of the speaking and he's very slapstick."

"TRYING TO PREDICT WHAT'LL BE NUMBER ONE AT CHRISTMAS ISN'T AS HARD AS YOU THINK"

OK, then. Two things immediately spring to mind – firstly, to be fair to him, Rubin was talking more of his game's premise than its abilities to have you drooling into the tinsel and roast turkey but, even so, *Jak and Daxter*, as a concept, is woefully uninspired. Don't get us wrong, we're actually looking forward to it, but perhaps more because of what it threatens to offer technically, than what it will do gameplay-wise. Indeed, *Jak and Daxter probably* – and we're by no means certain of this, but we'll say it anyway – won't be more than a sexier, snazzier, more *open* version of *Crash Bandicoot*. Which, as we all know, was pretty basic at heart.

REWORK THAT BODY

Is the fact that Naughty Dog are essentially reworking *Crash* with different characters and a larger environment likely to effect any potential sales, or its attempts to hit that coveted number one spot? The answer, probably, is no.

So, when *was* the last time you saw a genuinely original, truly exceptional piece of software hit the number one spot at Christmas? *Metal Gear Solid*, perhaps? And, before that? Well, before that, it all goes a bit hazy. Because now, they want guaranteed sellers. Cash isn't made from being clever with code; it's made from being clever with spreadsheets.

Trying to predict what'll be number one at Christmas isn't as hard as you might think. "It's not hard," says John Powell, MD of American software outlet Gaming World, "because it's going to be exactly the same games as it always is. We're not taking a chance on product like *AirBlade* because we don't know what it will be capable of. Even *Devil May Cry* I'm being slightly careful with. That game is going to be phenomenal, but it's an unknown quantity for us. At Christmas, I don't want any uncertainty."

And uncertainty means new, original titles. But there is a way in.

Ironically, due to its size and money-making scope, Christmas is a time where you *can* make decent returns from bold experimentation, as more people are shopping for games than at any other time of the year. But if the profit to be made from originals is respectable, the money to be made from ever-so-slightly tweaked sequels and big name licences is astronomical.

ORIGINAL SIN

"I'm no expert on your UK market," continues John Powell, "but I would say it's even *more* predictable than ours. If there's a *FIFA* title coming out, that's your number one game."

"I feel sorry for companies like Capcom, Criterion and Konami," says one PS2 developer, who wished to remain anonymous. "I mean, these people, they're working their asses off trying to do something new and exciting, but no one gives a shit. I mean, *Devil May Cry*, I'm guessing that'll do pretty well as it's had plenty of press coverage, but stuff like *Silent Hill 2* and *Burnout*? No-one's going to go for that over *FIFA* and *Tony Hawk's 3*. These kids go for what they know."

And then there's *The Weakest Link*. "If that goes to number one, I'm going to hang myself," says our contact. His sentiments are echoed by a number of others, but as John Powell admits, "it might be mindless and sterile, but I guarantee it'll do big, big numbers."

How, then, even if you create the most magnificently original game of all time, do you

THE SECRET OF SUCCESS

So, if it's certain that sequels like *FIFA* will sew up Christmas, how the hecking tits do you get a start? Because, as common sense would dictate, even a *FIFA* sequel wasn't a sequel at one time. We asked games analyst Ian Selznik to give us the top three sure-fire ways of raking in the dough...

1. UNIVERSAL APPEAL

"*FIFA* is perhaps an unfair example, as soccer is a multi-billion dollar business, played and watched by most of the world. But it proves universal appeal is extremely powerful."

2. WORD OF MOUTH

"You can't underestimate the importance of word of mouth. This is how original games such as *Devil May Cry* will get their starts. And once you're in, you're in for good – like *Tomb Raider*."

3. MARKETING

"TV and print are still effective mediums, as are endorsements. I know little about soccer, but I'd say *David Beckham Soccer* will do well, simply because it's endorsed by David Beckham."

Lap: 1/3
Pos: 4/4
26
Timer: 2:36,699

BURNOUT, NOT FADE AWAY: Criterion's mercury-quick racer deserves to be up there come Christmas.

DEVIL MAY CARE: Will the game-buying public fall for Dante's considerable charms, or will it all end in tears?

break into a market dominated by guaranteed sellers? How, say, will *Jak and Daxter* do it?

"*Jak and Daxter* is different," says Iain Selznik, an industry analyst based in California. "That's going to be backed by plenty of money from Sony, it's by the same team who did *Crash Bandicoot*, and it'll probably be pitched as an unofficial sequel to *Crash*, too. The feeling from Sony is that they're still keen to establish a mascot for the system, like *Mario* or *Sonic*. I'm not convinced *Jak and Daxter* is it, but if Sony are, they'll be willing to back that up with spending."

So publishers only back games they know are going to sell? "Sure – it's sound business sense," agrees Selznik. "It's why Sony will spend more money on *Jak and Daxter* than Acclaim will on *Burnout*." But surely there's still an element of risk with *Jak and Daxter*, just as there's an element of risk with *Burnout*? "There's always an element of risk, even with 'certainties' like *Pokémon* or *FIFA*. But, *Jak and Daxter* isn't coming from such a point of weakness as *Burnout* is – it's being created at one of Sony's second-party development studios, and it's essentially *Crash Bandicoot*. And, remember, *Crash* sold millions on PSone. Of course, Acclaim have faith in Criterion to produce something outstanding, but it's a tightrope when you're launching a game with no history into the market. What happens if no-one buys it and you've spent millions of dollars on advertising and marketing? Particularly at this current time, where the market is rather unstable and unsettled, publishers aren't going to pump money into a relatively unknown game."

THE TWEAKEST LINK

Despite this, Alex Ward of *Burnout* developers, Criterion, isn't downcast about the chances of his game, but admits, as a new title, you have to have broad appeal. "It's a commercial world out there, and the success of titles like *Who Wants To Be A Millionaire* show that by tapping into the mass market of PlayStation and offering games that appeal to a broad audience is where the smart money is." Something the company are attempting to do with the accessible, punchy *Burnout*. "The racing genre is very competitive, but *Burnout* stands out because it gives you the chance to do what you can't do in real-life – drive like a maniac in rush hour traffic and crash the car with spectacular results." Time will tell whether it has the necessary mass appeal.

It's a sad indictment of the games industry when titles like *Burnout* and *Devil May Cry* threaten to disappear under the weight of predictability, but that's how Christmas has always been and, in the mainstream, will continue to be. Never is that more aptly demonstrated than in the battle for footballing supremacy. On the one hand you have the genius of *Pro Evolution Soccer*, and on the other, yet another *FIFA*, complete with some considerable tweaking. Who will sell most this Christmas is all too obvious. EA have the official licence, EA have the money, and most of all their *FIFA* series has a long, long history of success.

Sad, isn't it? **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

Industry personnel on selling out, selling up, and just plain selling at Christmas...

"Obviously, the big publishers are out to publish hit games that top the charts, so they're very commercially aware of what sells well and what does not. I think every publisher has had their fair share of believing in a new or original title, getting really excited about it, then putting it out on the shelf and watching nothing happen. I've been there and, believe me, it's a terrible feeling. After being burned by developers too many times, I think the publishers have wised up a lot over recent years and are a lot more wary of new concepts."
Alex Ward, Criterion

"The past year and a half has been a nightmare for the industry. Sony delivered the PS2 late; the first six months were a disaster in terms of game quality; other machines were delayed which meant there was no competition and so no interest in the market. This is a risky time for everyone and unless you've got a sequel that's proven or the biggest licence the world has ever seen, even Christmas is going to be nervy."
Ian Selznik, Industry Analyst

"Games are a business, so [a *Silent Hill* sequel] made sense."
Akihiro Imamura, Konami

"If I had a great, original game, I'd wait until the new year, perhaps March or April, when people are bored of the games they got for Christmas, and release it then. There's a lot of money to be made from Christmas, but there's also a hell of a lot of competition. I'd rather go up against *Deus Ex* in the new year, than have to try and fight against *GT3*."
John Powell, Gaming World

NEXT MONTH

LET US PLAY... R.I.P. ARCADES?

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A FRANTIC BURST OF FUTURE PS2
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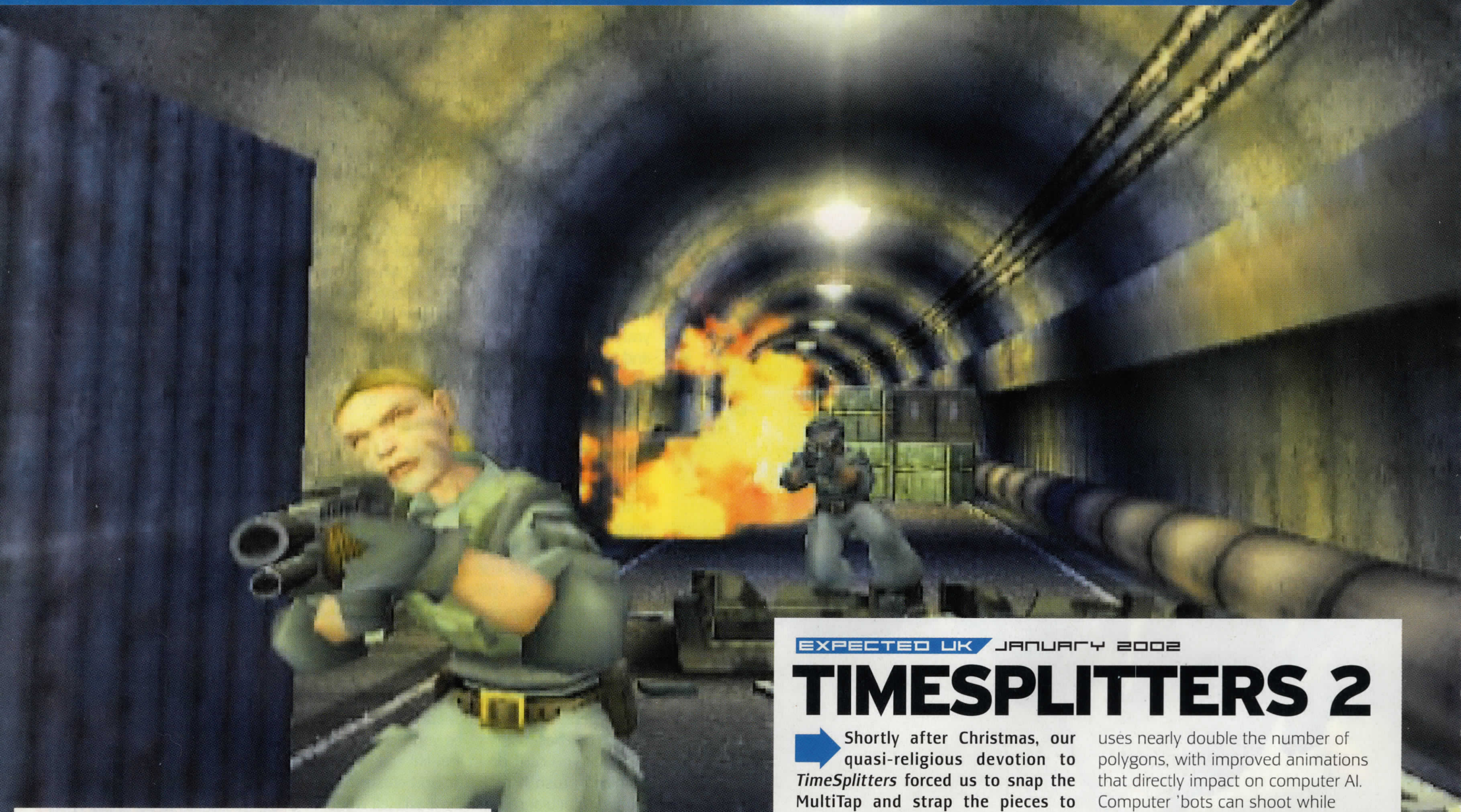
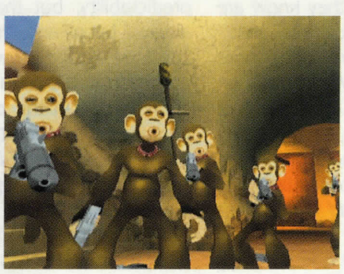


CANYON FODDER: Expect significantly more dramatic locations in Story mode and Deathmatches.



BARRELS AND MONKEYS: We haven't seen any ducks yet, just these malevolent chimps.

EXPECTED UK / JANUARY 2002

TIMESPLITTERS 2

Shortly after Christmas, our quasi-religious devotion to *TimeSplitters* forced us to snap the MultiTap and strap the pieces to transatlantic carrion pigeons. Yet despite the four-player brilliance of Free Radical's arcade FPS, the Story mode lacked balance and cohesion. The sequel addresses these failings with a radically enhanced solo campaign, and the teasing prospect of i-Link play. Are we excited? We can barely breathe.

The idea: The same. Battle the evil TimeSplitters across a variety of time zones – though the Story mode objectives are much deeper.

Best Features: The team have had access to Sony's Performance Analyser and are beefing up every element of the prequel. The game uses nearly double the number of polygons, with improved animations that directly impact on computer AI. Computer 'bots can shoot while strafing, communicate through hand gestures and react on a sight and sound basis. The animation is so realistic, you'll be able to detect a guard's field of vision from his head movements. Missions alternate between stealth and lunacy, from infiltrating Siberian dams to attacking Mexican monkeys. The Map Editor has been radically enhanced, the sound moodily synergised and full-screen four-player Deathmatches made possible through i-Link. Nerk.

Bottom Line: The game Free Radical always intended. If this isn't the best FPS on PS2, we'll eat our hands.

ANTICIPATION ★★★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK 2002

ALIENS COLONIAL MARINES

The Aliens franchise has spawned some of the most trouser-spoiling games in history. The chrome-bonced über beasts are perfect fodder for a nerve-jangling FPS, as proved by PSone's fantastically moody *Alien Resurrection.* EA's latest takes a similar, terrifying, softly, softly approach, but packs in the mega weaponry and gritty colonial marines of James Cameron's spectacular second film. We can barely wait...

The idea: Set shortly after Aliens, your team investigates an abandoned ship that's drifting out of orbit towards a powerful sun. Once onboard, you discover a team of rogue scavengers and the dribbling xenomorphs come out to play...

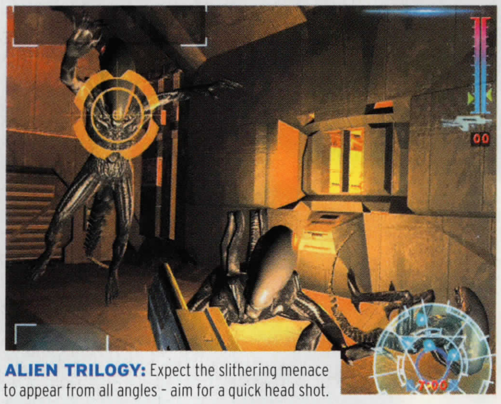
Best Features: Play is squad-based, allowing a variety of team formations with a tap of a button. It's possible to save goo-trapped humans and use them as part of your squad... provided they don't get gut-ache.

Bottom Line: Blaring rifles, motion-trackers and alien queens. What more d'ya want? If EA tighten the script and fine-tune the controls, this is a sure-fire hit.

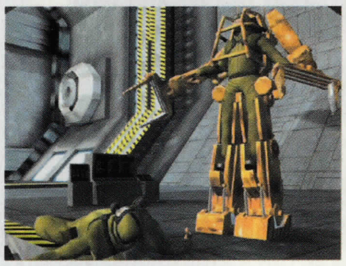
ANTICIPATION ★★★★

> **"VETERANS WILL STAND AND FIGHT WHILE ROOKIES MAY TURN AND RUN... AS SQUAD LEADER, THEIR LIVES ARE IN YOUR HANDS"**
>
> **EA SPOKESMAN**

Team deployment is critical. Without a considered strategy, all the heat-seeking ammunition in the universe won't keep the rampaging aliens at bay.



ALIEN TRILOGY: Expect the slithering menace to appear from all angles - aim for a quick head shot.



THE LOAD TO HELL: Expect to see the heavy goods suit from Aliens, plus the marines' dropship.

DROID ON ARRIVAL: It looks as if the scavengers have some hefty protection of their own.

ENEMY
HERO
10
9

EXPECTED UK TBC

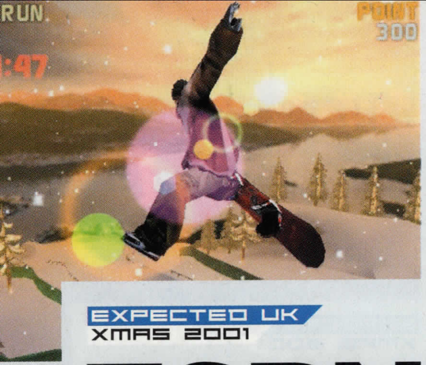
ALLY OF JUSTICE

The idea: It's The Truman Show with a sprinkling of Power Rangers and *Dance Dance Revolution*. You play a real-life superhero who biffs blob-shaped villains on a live TV show. Defend the city and increase audience ratings by beating bad guys with audacious special attacks.

Best Features: The game uses a slightly implausible bemani-style control system, where you follow on-screen instructions to unleash devastating attacks and, presumably, make ludicrous heroic statements.

Bottom Line: The designs exude *Ultraman* chic, but the chances of Sony crafting an involving bemani beat-em-up are slim to say the least.

ANTICIPATION ★



EXPECTED UK
XMAS 2001

ESPN X-GAMES SNOWBOARDING 2002

The idea: Konami's previous *ESPN* game was slow paced and realistic – paling in comparison to EA's fast-moving high-fivin' *SSX*. The new edition focuses on tricks and speed – hoping to tackle the forthcoming *SSX Tricky* head on. Ballsy.
Best Features: The control system has been completely overhauled. Flips are much easier to pull off and can be linked in combination using manual rolls or 'butters' – with a time-based link system. Expect improved grind moves and out-of-the-bindings mega tricks which, surprise surprise, are a little bit like *SSX Tricky's* Uber moves. The 20 new courses offer multiple-branches for repeat exploration – with Slopestyle, Halfpipe, Big Air and Boardercross game modes.
Bottom Line: With the right 'feel', this could be a serious rival for *SSX Tricky.* We scorn the lack of originality, but remain cautiously optimistic.
ANTICIPATION ★★★

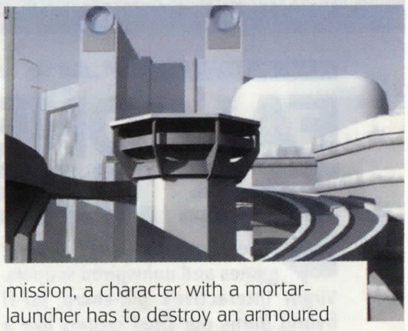
EXO
"THIS COULD BE A CLASSIC"

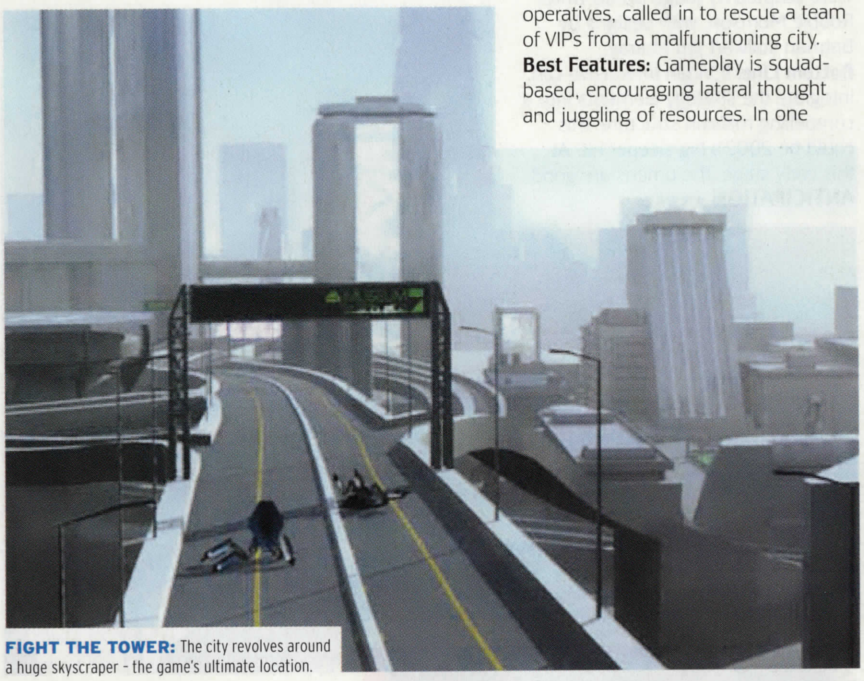
ROBOT REDFORD: The intelligent, self-run cities are inhabited by killer robots like this.

EXPECTED UK 2002

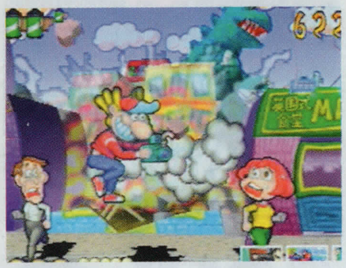
EXO

Utilising a brassy blend of robots, guns and towering cityscapes, Sheffield-based developer Particle Systems hopes to deliver a seamless, plot-driven title, with a depth of immersion to rival *MGS2*. At least, that's *part* of it...
The idea: The year's 2060, and televised robot combat takes place in automatically controlled cities. You play Yolanda Jackson, the rookie leader of a team of security operatives, called in to rescue a team of VIPs from a malfunctioning city.
Best Features: Gameplay is squad-based, encouraging lateral thought and juggling of resources. In one mission, a character with a mortar-launcher has to destroy an armoured target from a 'blind' vantage point, while his colleague with a weedy sniper rifle acts as the 'eyes'. Team commands are handled using menus, or via the unique 'eye contact' system – where a tap of the context-sensitive action button relays your intent to your buddy on-screen. The game's 16 levels have been carefully designed to tighten the game's narrative, and create a fine balance between stealth and all-out shooting.
Bottom Line: It's early days, but the graphics are pushing the envelope of PS2's capabilities. The developers want the game to flow like a tightly-knit Hollywood adventure. If they succeed, this could be a classic.
ANTICIPATION ★★★★★





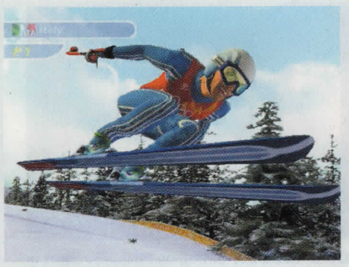
FIGHT THE TOWER: The city revolves around a huge skyscraper - the game's ultimate location.



EXPECTED UK
DECEMBER

POLAROID PETE

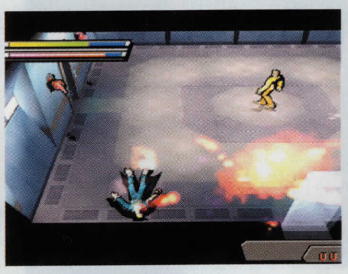
The idea: You're a paparazzi photographer in a calamitous cartoon universe, where anything that can go wrong, usually goes worse. One minute you're wiping toothpaste off your shirt, the next minute Godzilla's trampling through the business district. Hilarious.
Best Features: It's like *Pokémon Snap* or, worse, *Primal Image* in 2D. Every time you successfully snap a ludicrous event, it triggers an even more ludicrous outcome. 'Visit a crazy sports event with super bendy gymnasts', says the press release. Stop, stop – we can barely wait.
Bottom Line: On the plus side, it's only £29.99, but on the other...
ANTICIPATION ★



EXPECTED UK
DECEMBER

SALT LAKE 2002

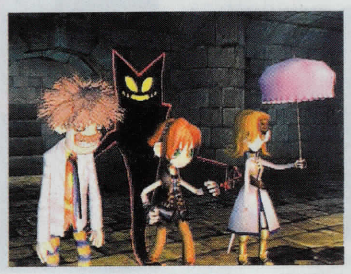
The idea: Salt *Lake*? Where're the bleedin' fish? The official videogame of the 2002 Olympic Winter Games offers six key events including the Men's Downhill Skiing and Snowboard Parallel Giant Slalom.
Best Features: As the only officially licensed product of the games, the environments have been recreated using satellite imaging technology. Expect motion-captured skiers with – yes – accurate finger movement, plus four-player tournaments and split-screen snowboarding.
Bottom Line: Might be decent in four-player button-bashing party-style. But only six events? Hell, that's a little worrying...
ANTICIPATION ★★



EXPECTED UK
OCTOBER

D.N.A.

The idea: Short for *Dark Native Apostle* and not, handily, DeoxyriboNucleic Acid, Virgin Interactive's latest is a third-person action adventure with a dark comic theme and cel-shaded graphics. You play a gene-spliced superman, on the run from his mysterious creators.
Best Features: Our hero can collect Biochip upgrades for his power suit, which can be combined to produce special skills such as turbo dashes. Puzzles involve cunning use of fuse-timed bombs.
Bottom Line: It looks like the business end of Dolly the sheep and – Biochips aside – treads established ground. Expectations are tepid.
ANTICIPATION ★★



EXPECTED UK
TBC

OKAGE: SHADOW KING

The idea: A terrifying demon, Stan, has his powers stolen by seven rival demons and takes refuge in a young boy's shadow. To get rid of his shadowy nemesis, the wee lad has to travel the Earth and defeat the seven remaining demons – or spend the rest of his days with a debilitating social stigma.
Best Features: The gameplay hinges on the troubled relationship between boy and shadow. Stan asks the lil' hero trivia questions before each battle – if he likes what he hears, you'll earn a powerful first attack. Otherwise, it's solid RPG turf.
Bottom Line: A maniacal grinning demon on our shoulder? Yes, please.
ANTICIPATION ★★★★

EXPECTED UK JUNE 2002

FALCONE: INTO THE MAELSTROM

After months of driving games and uninspired sequels, Virgin Interactive's pin-sharp sci-fi hybrid burns our tired retinas like a fledgling supernova. Think *Unreal Tournament* meets *Star Wars Starfighter* in frosty, pirate-infested deep space.

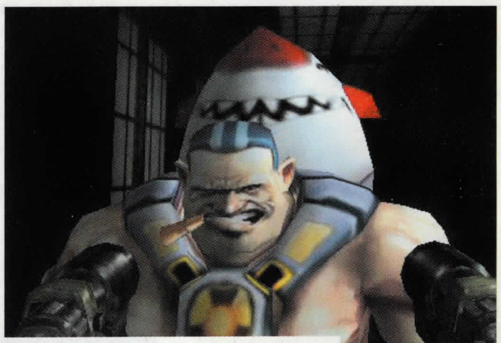
The idea: Choose between two groups of warring pirates and join the battle for deep space. As your notoriety increases, grizzled space dogs will rush to join your motley crew.

Best Features: There's a staggering volume of spacecraft in the dog-fight sections – fighters tear past your screen like leaves on a windy day. The FPS sections are based on the forthcoming *Unreal Warfare* engine, with squad-based frenetic battling. Successful booty plundering will encourage new members to join your team, including assasins, hackers and explosives experts. The 20 missions were scripted by Judge Dredd writer Robbie Morrison, with designs by Batman stalwart Jim Murray.

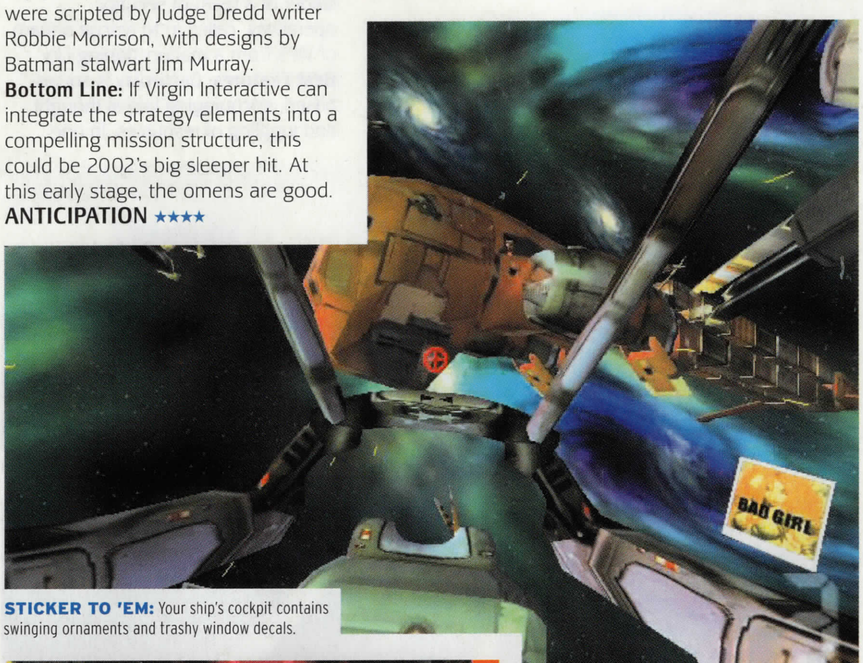
Bottom Line: If Virgin Interactive can integrate the strategy elements into a compelling mission structure, this could be 2002's big sleeper hit. At this early stage, the omens are good.

ANTICIPATION ★★★★

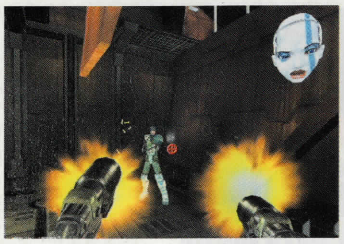
> **"THERE'RE NO LOADING TIMES... WHEN YOU BOARD A SHIP, YOU'RE IN THE SHIP – IT'S GOT TO WORK CONSISTENTLY"**
>
> **DAMIAN HOSEN LEAD DESIGNER**
> Developers Point Blank are determined to produce a seamless experience, pushing the limits of PS2.



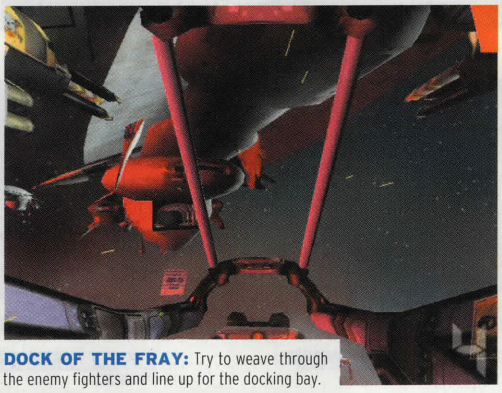
ROCKET MAN: The characters look like they've just slipped off the pages of 200AD.



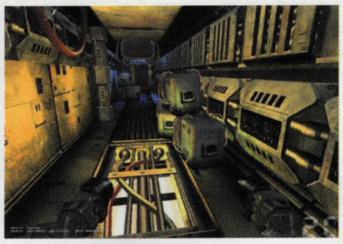
STICKER TO 'EM: Your ship's cockpit contains swinging ornaments and trashy window decals.



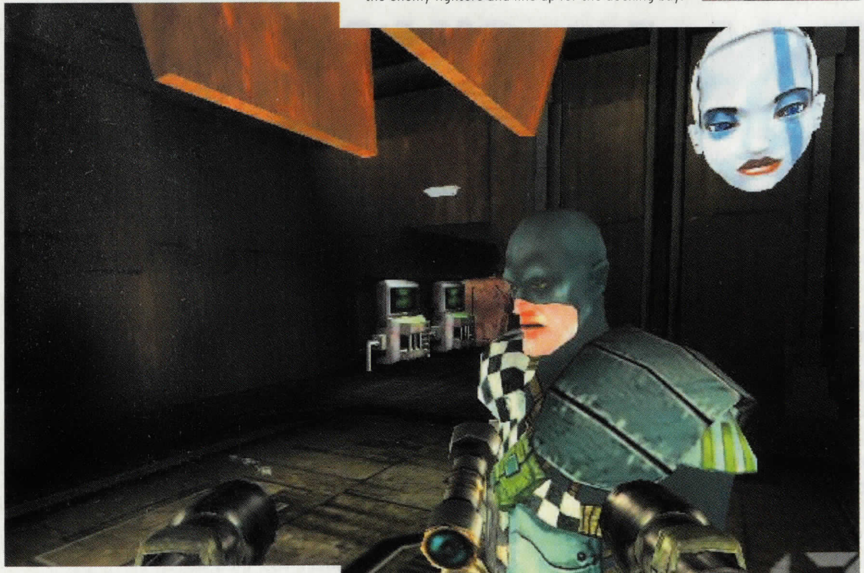
PISTOL CITY: The enemy 'bots become increasingly aggressive, exhibiting startling AI.



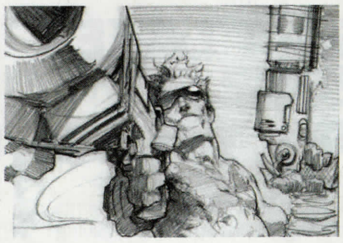
DOCK OF THE FRAY: Try to weave through the enemy fighters and line up for the docking bay.



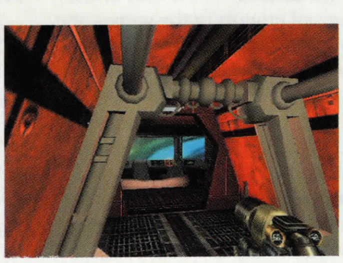
BOMB DIDDLY: Without an explosives expert in your team, you might have problems with key puzzles.



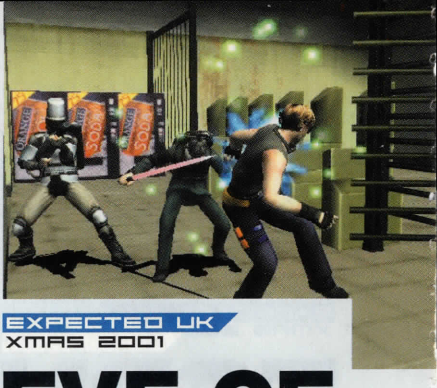
CAPTAIN THUG-WASH: You'll have to flush opposing pirates from the ship to claim the booty.



SKETCH ARMSTRONG: Each character was modelled from hand-drawn illustrations - nice guns.



CABIN FEVER: A careful ship inspection should yield supplies and powerful new weaponry.



EXPECTED UK XMAS 2001

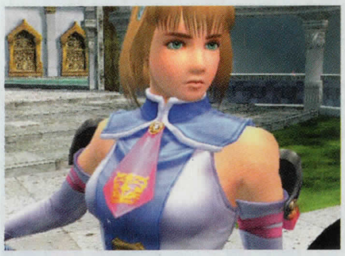
EVE OF EXTINCTION

The idea: Developers Yuke's – they of *Smackdown!* fame – are taking a break from half-naked men hitting each other with ladders, and preparing *Eve of Extinction* – where half-naked men hit each other shiny swords. You play Josh Calloway, a genetically modified soldier armed with an experimental weapon capable of changing its form. You're fighting to free Josh's girlfriend whose soul has been consumed by an even more powerful sword. Er, just bring it.

Best Features: Josh's weapon can mutate into a variety of forms, lending him unique special powers. Other weapons include a fluorescent quarterstaff and a giant Halberd – like in Konami's *Z.O.E.* Variety will be maintained with some light puzzling and huge diversity of bad guys.

Bottom Line: *The Bouncer* culled our enthusiasm for 3D 'scrolling' beat-em-ups, and we're praying that Yuke's can innovate the genre.

ANTICIPATION ★★★



EXPECTED UK APRIL 2002

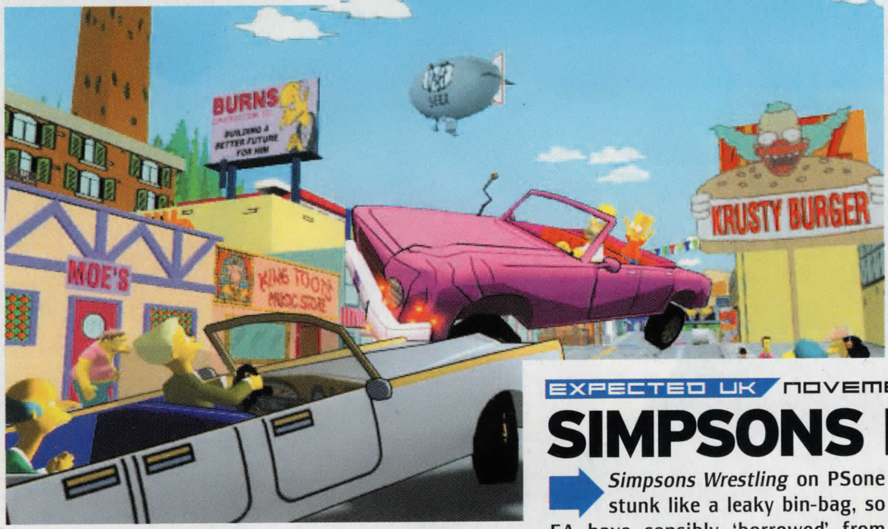
SOUL CALIBUR 2

The idea: There's the usual codswallop about ancient tournaments and a mystic sword of unimaginable power, but basically this is *Tekken* with huge weapons. The game that's getting Xbox fans so excited is definitely coming to PS2 – and possibly with features unique to Sony's machine.

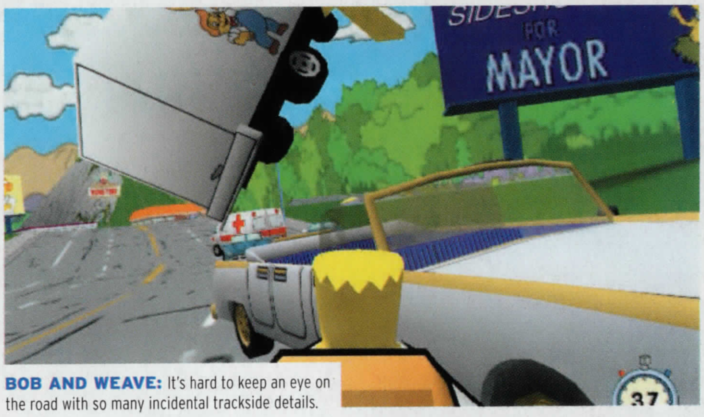
Best Features: Expect a welcome return for cast favourites such as Astaroth and Voldo, plus a whole new range of distance fighting attacks. Though Namco are playing their cards close to their chest, expect completely revamped fighting arenas.

Bottom Line: The original was more instantly gratifying than *Tekken*, with heart-racing visuals and surprising depth. It's fair to say we're excited.

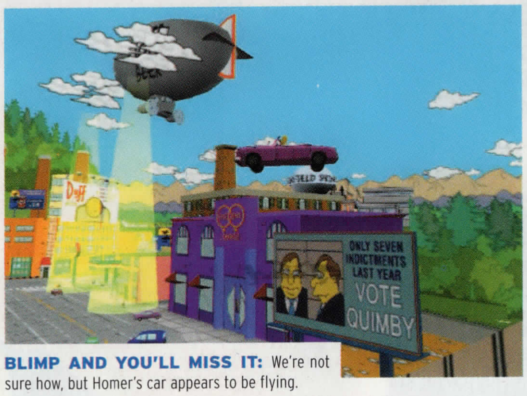
ANTICIPATION ★★★★★



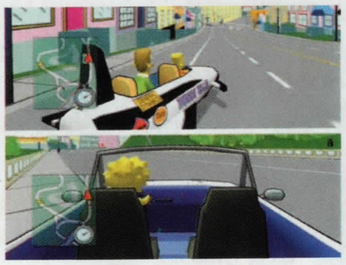
HOMER-CIDAL: The three-button driving system is a simplification of *Crazy Taxi's* control set.



BOB AND WEAVE: It's hard to keep an eye on the road with so many incidental trackside details.



BLIMP AND YOU'LL MISS IT: We're not sure how, but Homer's car appears to be flying.



BARTING COMPANY: In the split-screen mode, drivers will zoom about town competing for fares.

EXPECTED UK NOVEMBER

SIMPSONS ROAD RAGE

***Simpsons Wrestling* on PSone stunk like a leaky bin-bag, so EA have sensibly 'borrowed' from *Crazy Taxi* and filled their game with enough obscure references to delight any hardcore Matt Groening fan. Christ, is that Mr Plow?**

The idea: Mr Burns has bought the Springfield Transit Company and is powering the buses with nuclear waste.The citizens become cabbies and vow to buy back the transit system with their hard-earned cash.

Best Features: Characters have unique relationships – so when Homer's at the wheel, he'll rib Bart for ducking school. There're over 100 accurate Springfield landmarks and split-screen fare chasing.

Bottom Line: Deploringly unoriginal, but who cares when you can drive Apu's Pontiac Firebird? A fan's dream.

ANTICIPATION ★★★★

> **"MATT GROENING PERSONALLY PICKED THE WRITERS AND COMPOSER... I DON'T THINK HE'S EVER BEEN THAT INTERESTED IN A SIMPSONS GAME BEFORE"**
>
> **CAREY DOUGRAY** FOX INTERACTIVE
>
> Matt Groening has been personally checking on the progress of *Simpsons Road Rage* now that PS2 technology enables him to get what he wants out of a game.

TopTones....

Steps • Chain Reaction	61193	Kylie • Cant get you outa my head	61175
City High • What would you do?	61198	Michael Jackson • You rock my world	61197
Victoria • Not such an innocent girl	61170	Travis • Side	61184
Bob the Builder • Mambo no 5	60047	Stereophonics • Step on my size 9's	61183
Alien Ant Farm • Smooth Criminal	61194	Shaggy Luv me, luv me	61166

Dance

61146	Superman Lovers	*Star Light*
61177	Basement Jaxx	*Just One Kiss*
61149	Ed Case	*Who*
61171	Artful Dodger, Mel Blatt	*24, 7*
61189	Faithless	*Muhammed Ali*
61074	So Solid Crew	*21 seconds*
61005	Pied Piper	*Do you really like it*
61072	Ian Van Dahl	*Castles in the sky*
61058	Sticky, Miss Dynamite	*Boo*
61178	Kosheen	*Hide you*
61055	Misteeq	*All I want*
61014	Big Brother	*Theme Tune*

R'n'B

61181	Mary J Blige	*Family Affair*
61190	Lil' Kim	*In the air tonite*
61182	Nelly	*Batter up*
61191	Ludacris, Nate Dog	*Area Code*
61064	Eve	*Let me blow your mind*
61043	D 12	*Purple Hills*
61151	Spooks	*Sweet Revenge*
61050	Wyclef Jean	*Perfect Gentleman*
61016	Usher	*You Remind Me*
61037	Destinys Child	*Bootylicious*
61067	Missy Elliot	*One minute man*
60034	Eminem	*Stan*

Pop Tones

61173	Dido	*Hunter*	61150	Sophie Ellis Bextor	*Take me home*
61174	Samantha Mumba	*Baby come on over*	61167	Louise	*Stuck in the middle with you*
61091	Nelly Futardo	*Turn the light Off*	61164	Emma Bunton	*Take my breath away*
61188	Kings of Tomorrow	*Finally*	61090	Jamiroquai	*Little L*
61004	Pink, Mya etc	*Lady Marmalade*	61053	Atomic Kitten	*Eternal Flame*
61027	Robbie Williams	*Eternity*	61078	Five	*Lets Dance*
61192	Robbie Williams	*Road to Mandalay*	61008	Gorillaz	*19-2000*
60045	Limp Bizkit	*Rollin*	61199	Gorillaz	*Rock the house*
61172	Blue	*To Close*	60185	Shaggy	*Angel*
60274	Blue	*All Rise*	60076	Shaggy	*It wasn't me*
61003	Brandy	*Another day in paradise*	60287	OPM	*Heaven is a halfpipe*

Film&TV

60044	Mission Impos.	60204	Star Wars
61014	Big Brother	61129	Red Dwarf
60220	A Team	60205	James Bond
60219	Knight Rider	60127	God Father
60207	Italian Job	61127	Only fools+horses
60241	Pulp Fiction	60223	Exorcist
60298	X Files	61130	Star Trek

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110.
The Nokia 51xx series can receive graphics only.

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30171
BLADE RUNNER 11835
reservoir dogs 30202
SPIDERMAN 30074
STAR WARS 11753
30087
The Godfather 11784
SHREK 30237
ANGEL 11816
CHARLIE'S ANGELS 11831
SCREAM 11869
STAR TREK THE NEXT GENERATION 30137
Favourites
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ATARI 12149
SPACE INVADERS 30217
PS2 THE THIRD PLACE 30122
GRAN TURISMO 3 30438
PlayStation 12142
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TEKKEN 30464
METAL GEAR 30121
12110
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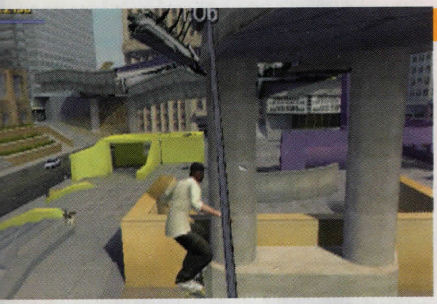
VS
FIFA 2002

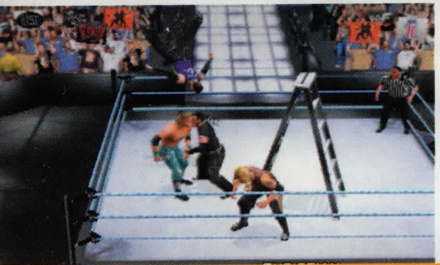
"GAME OF TWO HALVES"

THE FINAL SHOWDOWN

PRO EVO vs FIFA 2002

After this issue's half-time analysis, we bring you the final score. Will *FIFA* have enough innovation to score a late winner? Or is *Pro Evo* unbeatable. We tell you.





TAKEN APART! THE BIGGEST GAMES

TONY HAWK'S 3

First review of the game that could knock *SSX Tricky* for six. Is this the most addictive game on PlayStation 2?

WWF SMACKDOWN!

The no-nonsense verdict on the first PS2 grapple-em-up. Find out if it's really worth 45 of your hard-earned.

PLUS, REVIEWS OF:

Half-Life, Grand Theft Auto 3, AirBlade, WipEout Fusion, The Weakest Link, GTC Africa, Capcom vs SNK 2, Smuggler's Run 2…

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- World Rally Championship
- Simpsons Road Rage
- State of Emergency
- Crash Bandicoot

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Due to game slippage, magazine contents subject to change

ALL IN THE NEXT ISSUE!

PSM2 #16 ON SALE WEDNESDAY 31 OCTOBER

A CALMING MOMENT

Maintain your sanity with the soothing influence of PSM2. **BY:** Rufus McGrew

Look, we know it's been an exciting issue. You've had to deal with a fat man vomiting into a filthy toilet, barrelling down the wrong side of an LA freeway at three times the legal limit, and repelling a demonic invasion with nothing more than three-feet of sharp steel and a handful of hollow-tips. *Silent Hill 2, Burnout* and *Devil May Cry* have come through the rigorous PSM2 screening process to emerge as essential plays, and your console's future is shiny and bright. It's a lot to take.

We feel responsible for you. We can't exactly let you go sprinting off into the real-world with your head full of crazy thoughts and 90 percent review scores, can we? You might go round kissing strangers on the mouth, or something.

So we're asking you – purely for your own good – to pause a moment, calm down, and look at these kittens in buckets.

Look at them. Take a deep breath. Mmm. Feel better now? Good. **PSM2**

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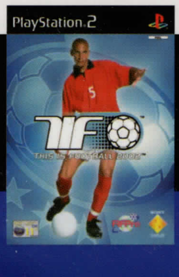

Simply step into Rio's boots and away you go. This Is Football 2002 lets you be any one of 5000 world class players. Featuring lifelike facial graphics, plus names and numbers on shirts, it leads the way for football games on PlayStation 2. This is the closest you'll get to the real thing - not to mention a lot less hassle than training.

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PlayStation.2
THE THIRD PLACE

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